



"Don't Look"
1034-230
Final Board

Date 07/14/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 07/14/15
- ☐ Design Board
- ☒ Final Board

1034/230

Adventure Time Created by
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Supervising Director
Andres Salaff

Storyboard by
Somvilay Xayaphone &
Seo Kim

Animation Studio
RDK

AUG 14 2015

1034/230

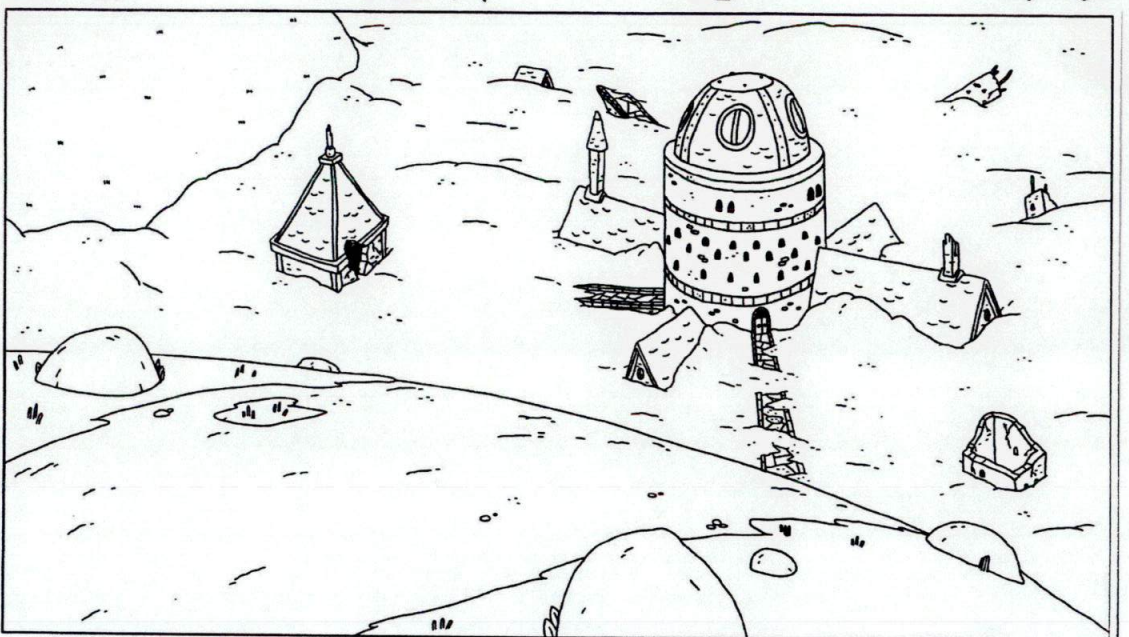
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 01 Pnl. A Bg. day night



Dialog:
Action:
Timing:

- EXT. LIBRARY

EPISODE # 1034-230

Production :

1034/230

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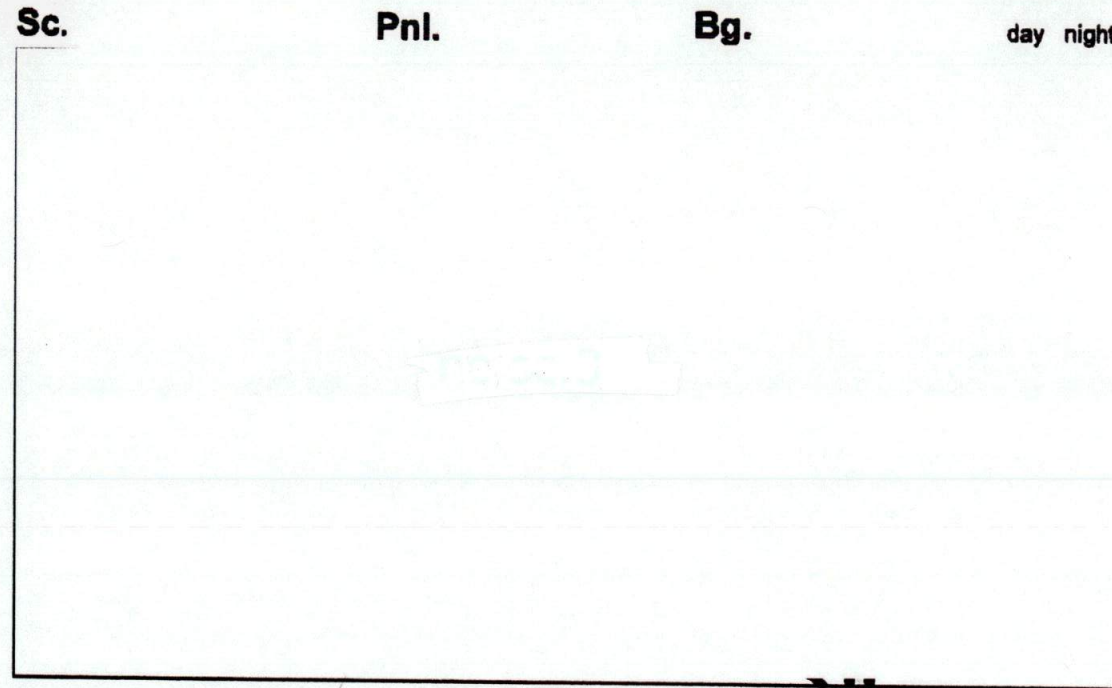
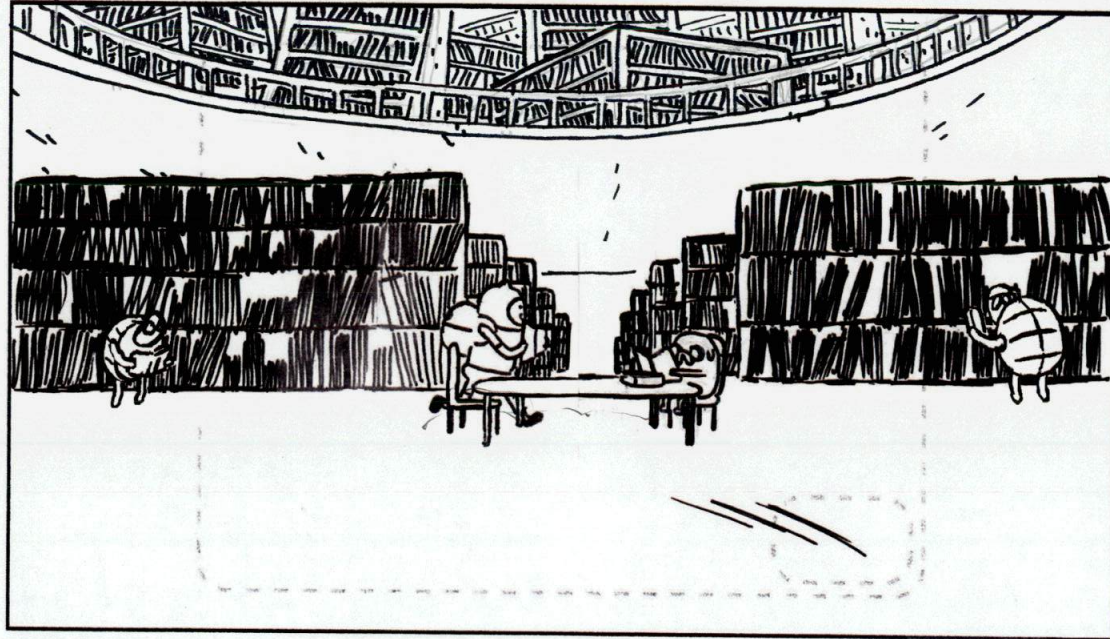
ADVENTURE TIME



NO SC 3

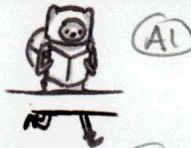
Page 02
day night

Sc. 02 Pnl. A Bg. day night



Dialog:

JAKE: Hmm --



Action: - Finn pacing back and forth
as he reads.



Timing:

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EPISODE # 1034-230
Production :

1034/230

1034, 230

ADVENTURE TIME

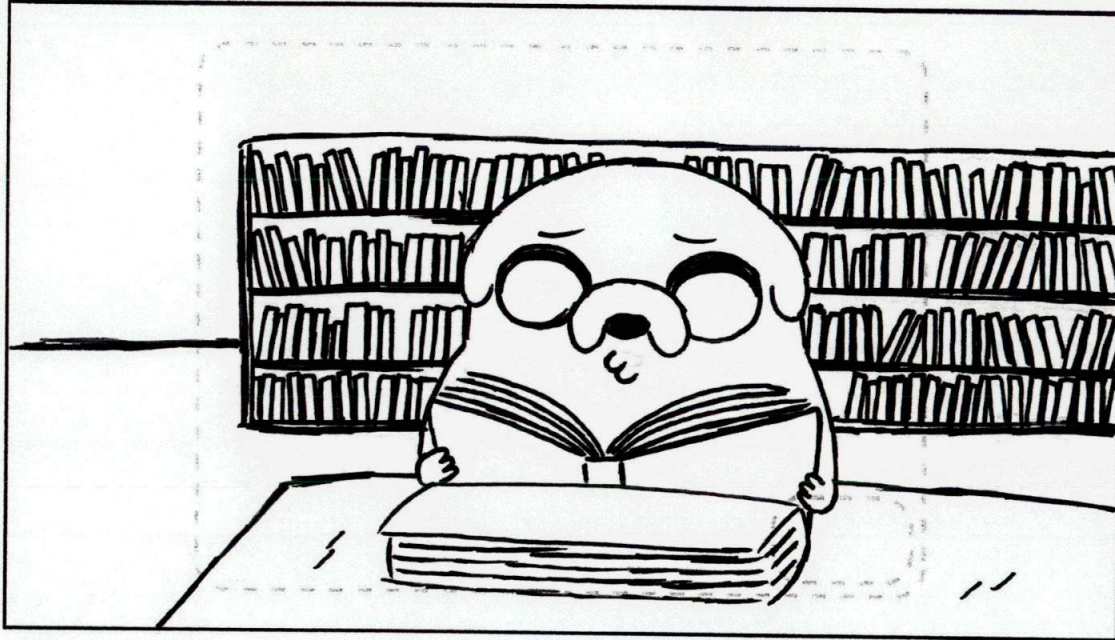


Sc. 09

Pnl. A

Bg.

day night

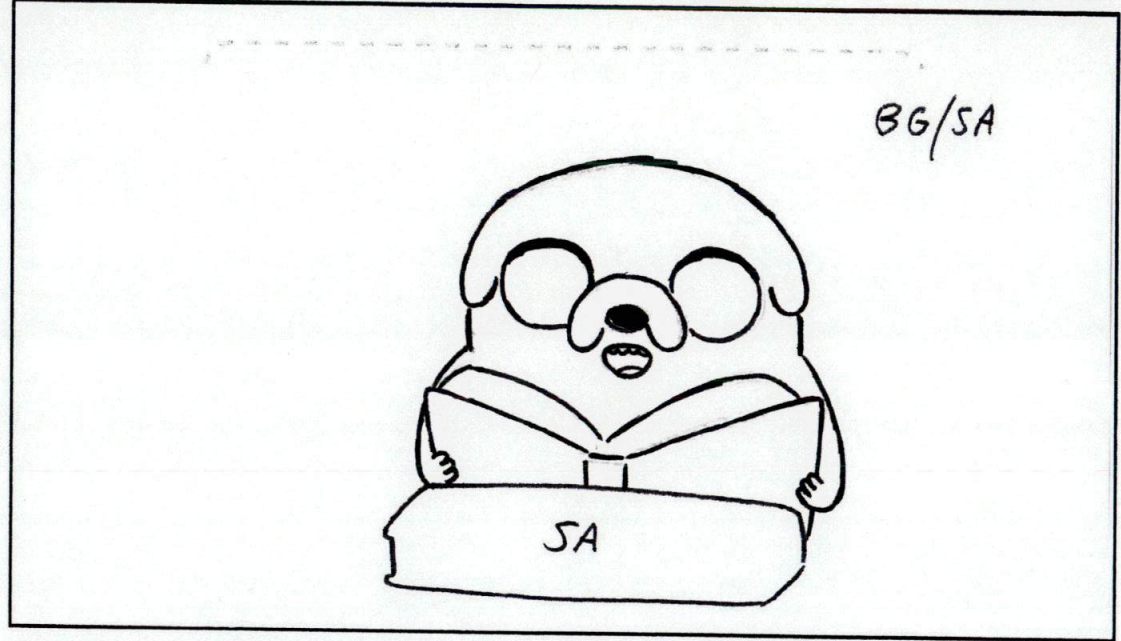


Sc. 04

Pnl. B

Bg.

day night



Dialog:

J: Make more friends with
sing talking

Action:

Jake reading to himself.

Timing:

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EPISODE # 1034-230

1034/230

1034, 230

ADVENTURE TIME



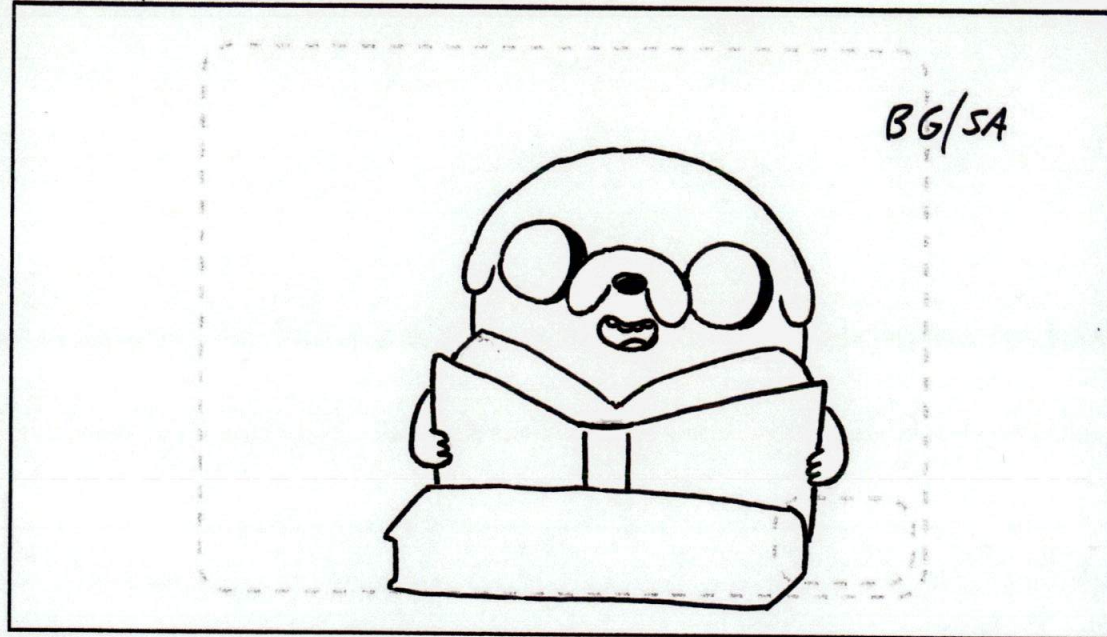
Page 04

Sc. 04

Pnl. C

Bg.

day night

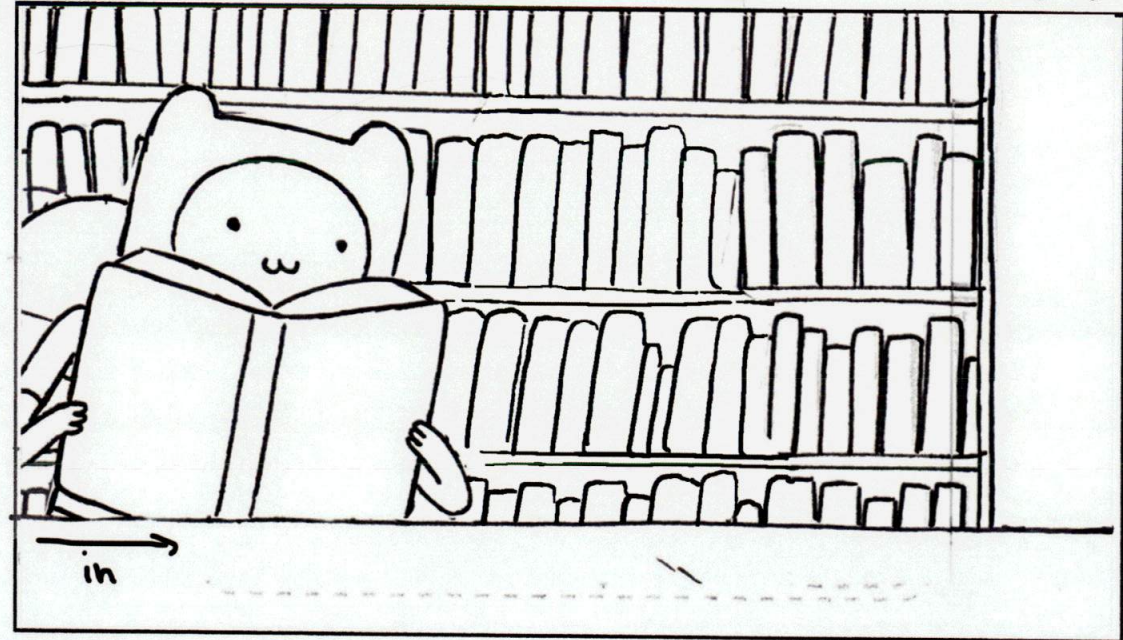


Sc. 05

Pnl. A

Bg.

day night



Dialog:

J: ^(SING-TALKING) Hey there Finn whatcha reading?

Action:

- J. LOOKS UP.

- F. WALKS ON/S.

Timing:

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EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



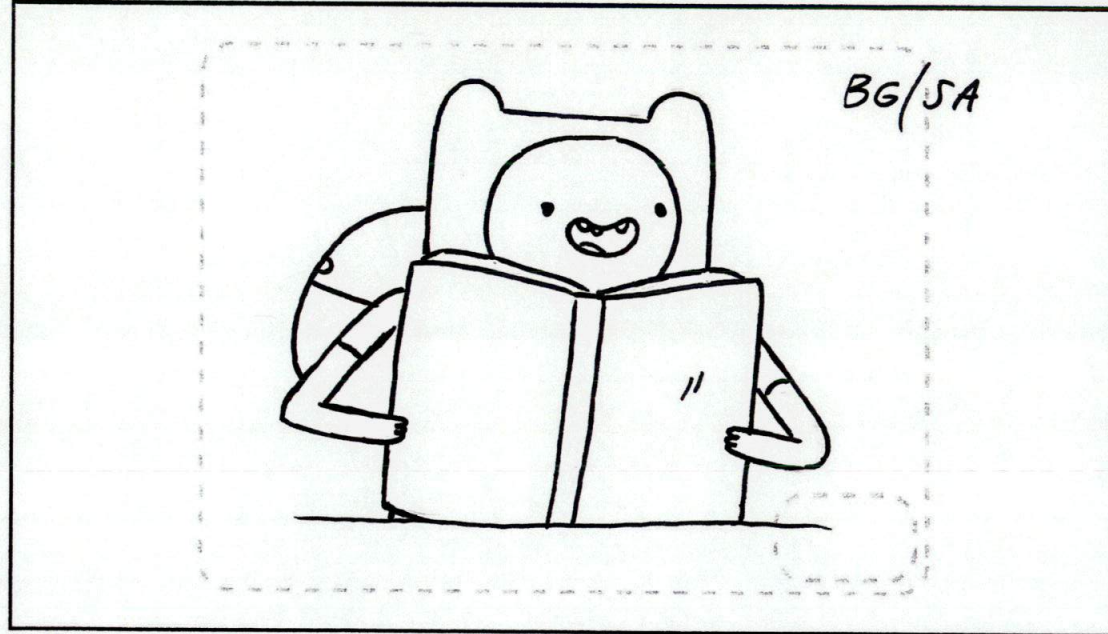
Page 05

Sc. 05

Pnl. B

Bg.

day night

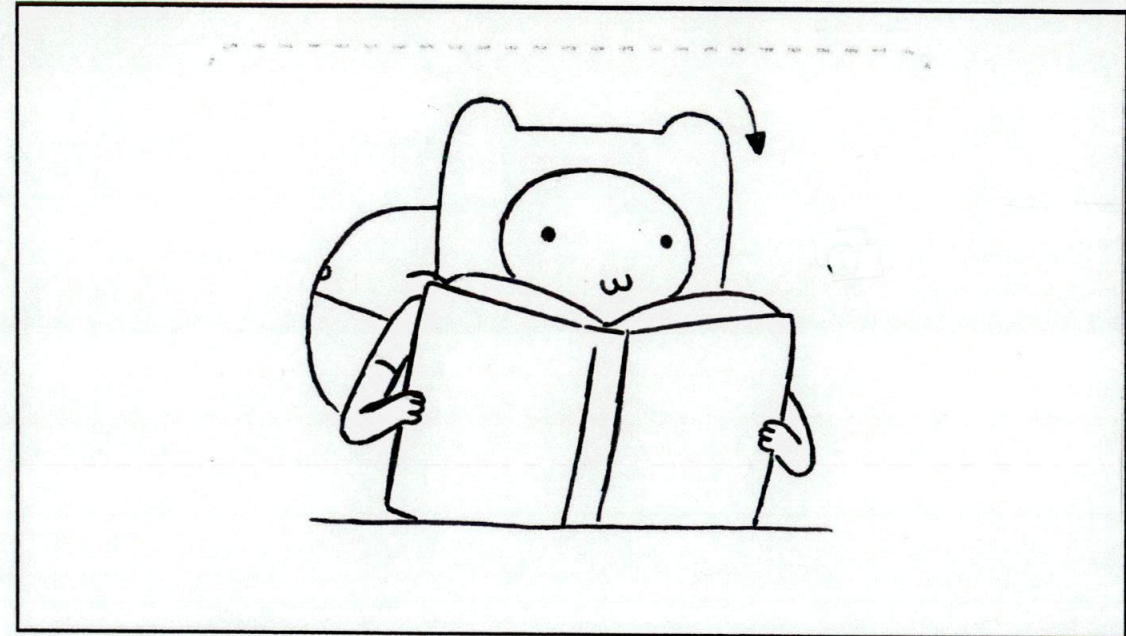


Sc. 5

Pnl. C

Bg.

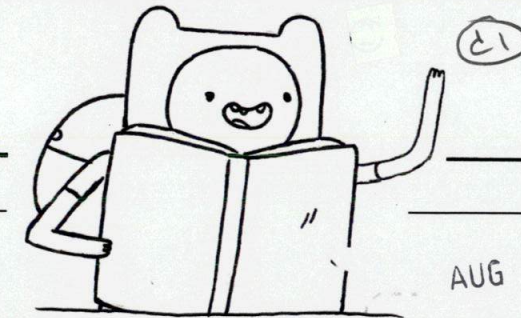
day night



Dialog: F: It's a manuscript about the legend of Dead Mountain. F: Supposedly if you get to the top, there's a treasure that will change you into the person you always wanted to be.

Action:

Timing:



AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



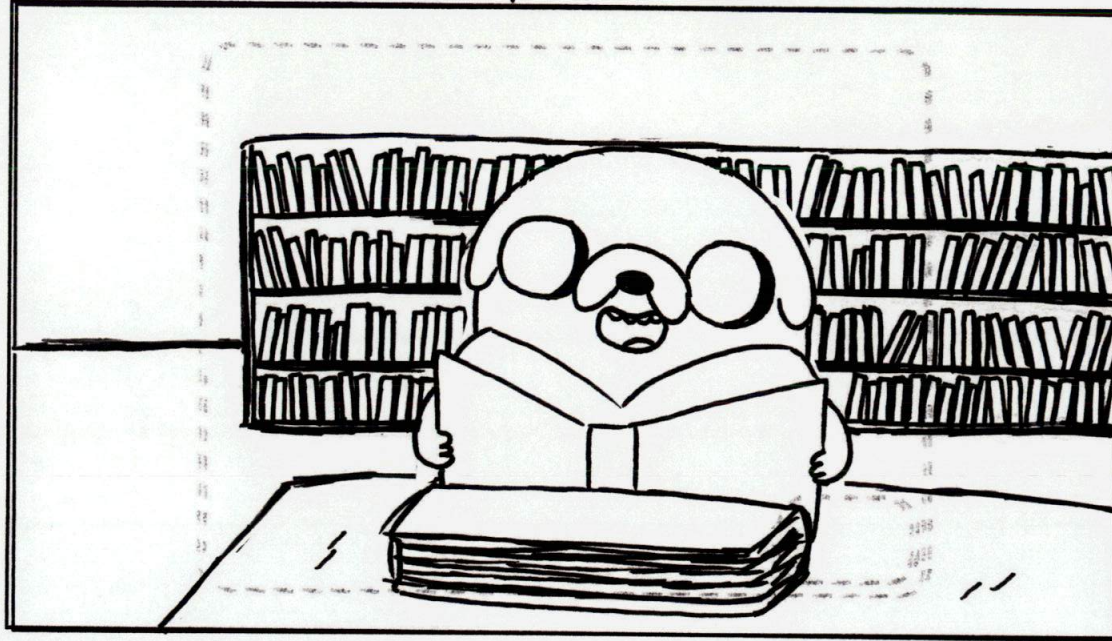
Page 06

Sc. 06

Pnl. A

Bg.

day night

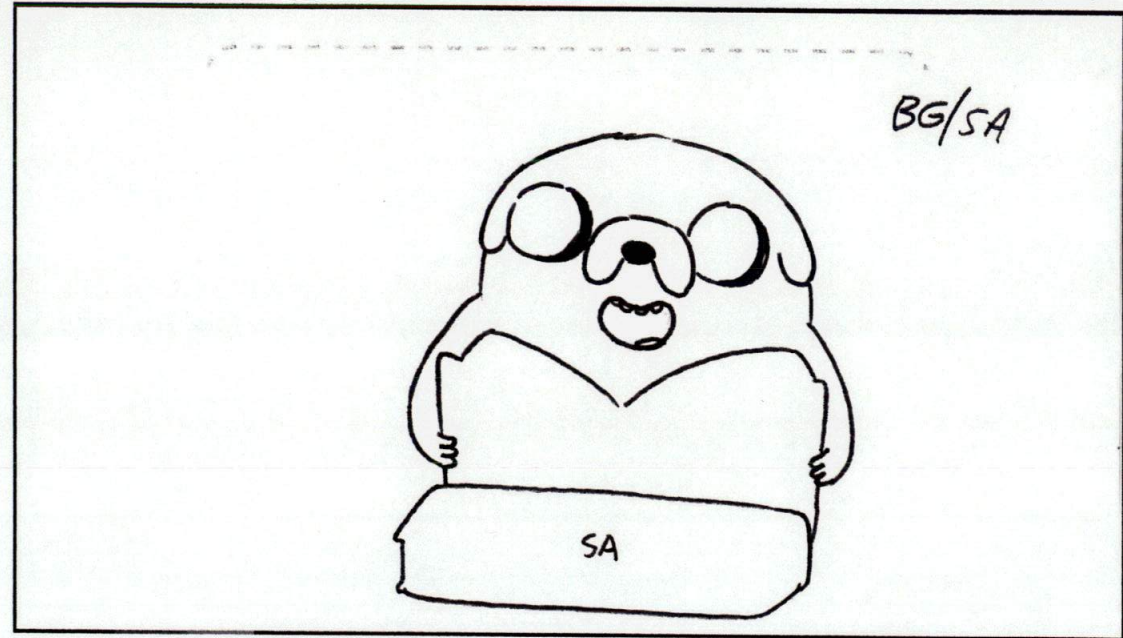


Sc. 06

Pnl. B

Bg.

day night



Dialog:

J: Ha, that's a dumb story!

J: I love dumb stories. What would you change about yourself. IF YOU GOT THAT TREASURE.

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



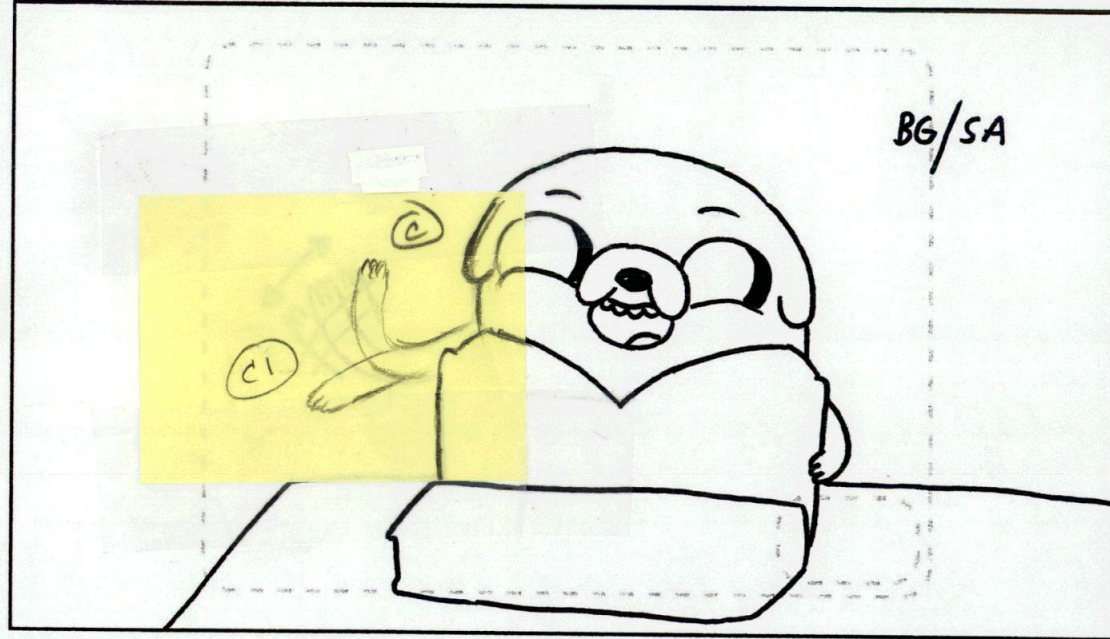
Page 07

Sc. 06

Pnl. C

Bg.

day night

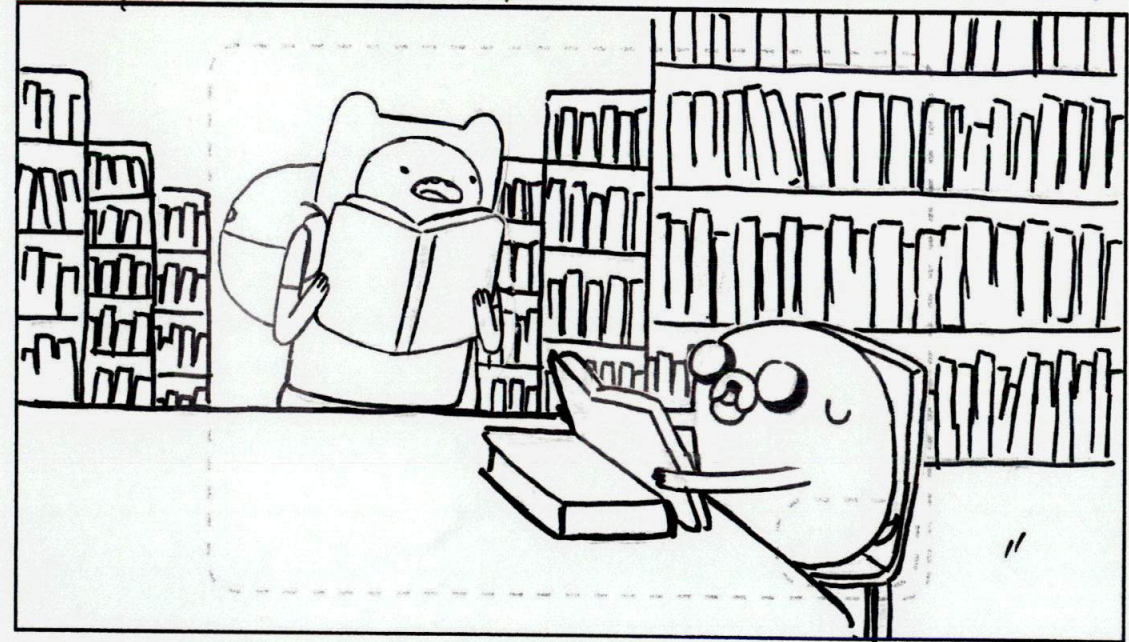


Sc. 07

Pnl. A

Bg.

day night



Dialog:

J: Fix your weird cursed grass arm so it wouldn't be weird and cursed?

F: Nah, I'd like to be taller.

Action:

- J. WAVES ARM

Timing:



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EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



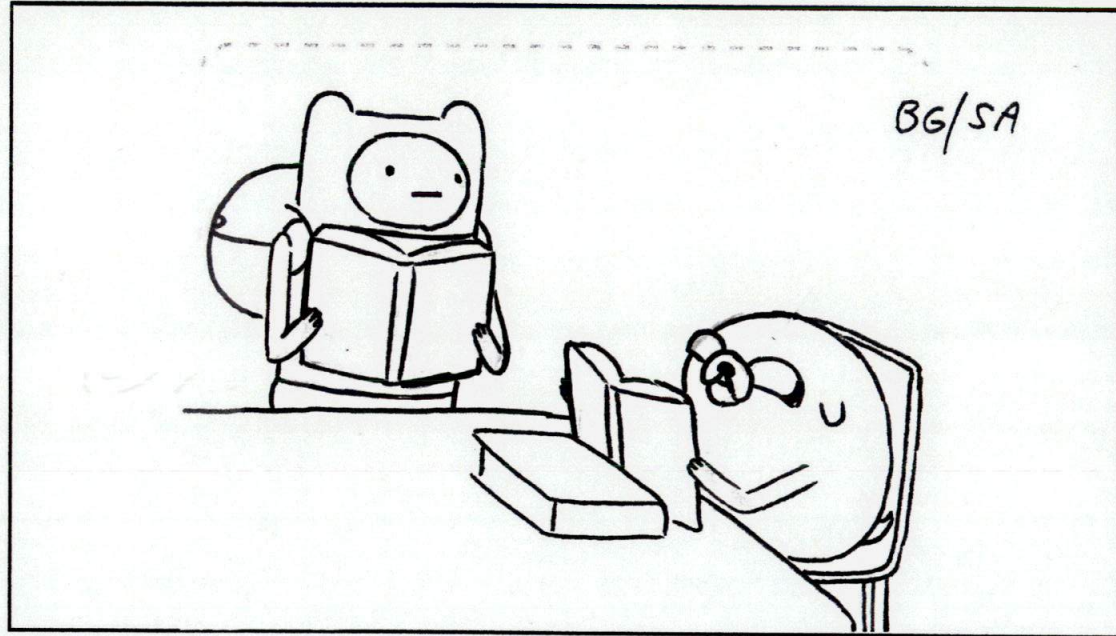
Page 08

Sc. 07

Pnl. B

Bg.

day night

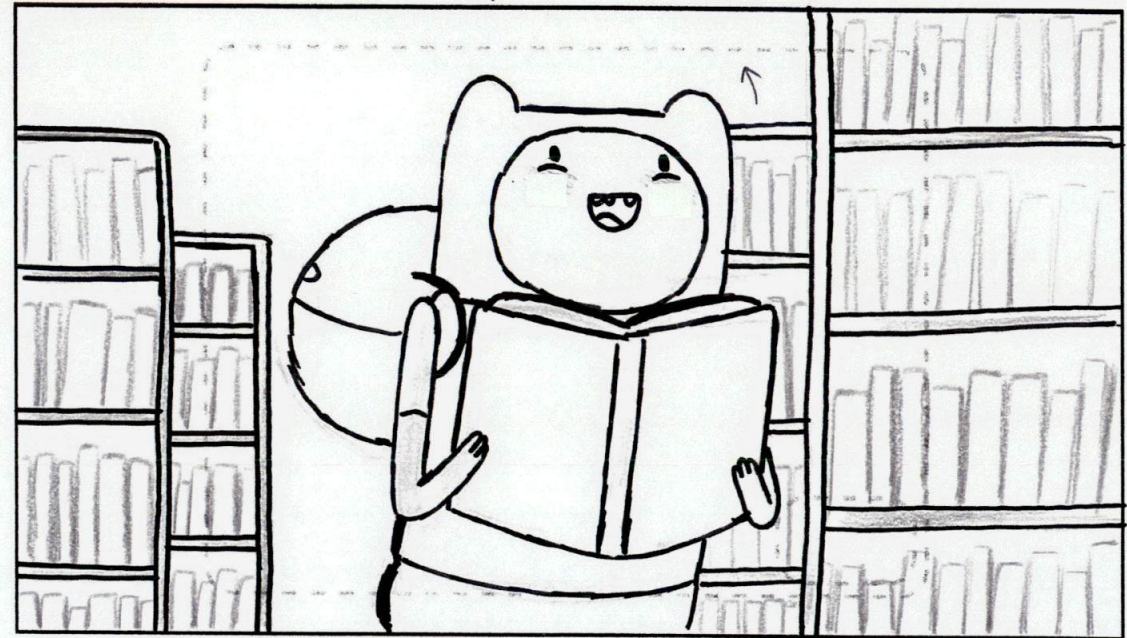


Sc. 08

Pnl. A

Bg.

day night



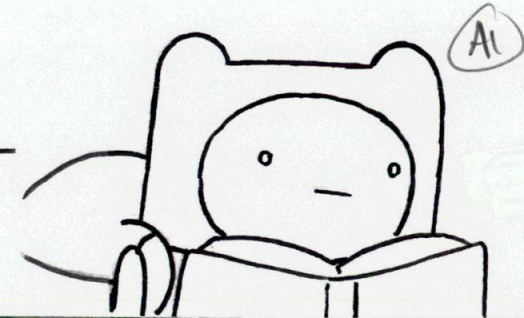
Dialog:

J: How tall we talkin' about?

F: Oh, I don't know,

Action:

-F. LOOKS UP.



Timing:

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EPISODE # 1034-230

Production :

1034/230

1034,230

ADVENTURE TIME



Page 09

Sc. 08

Pnl. B

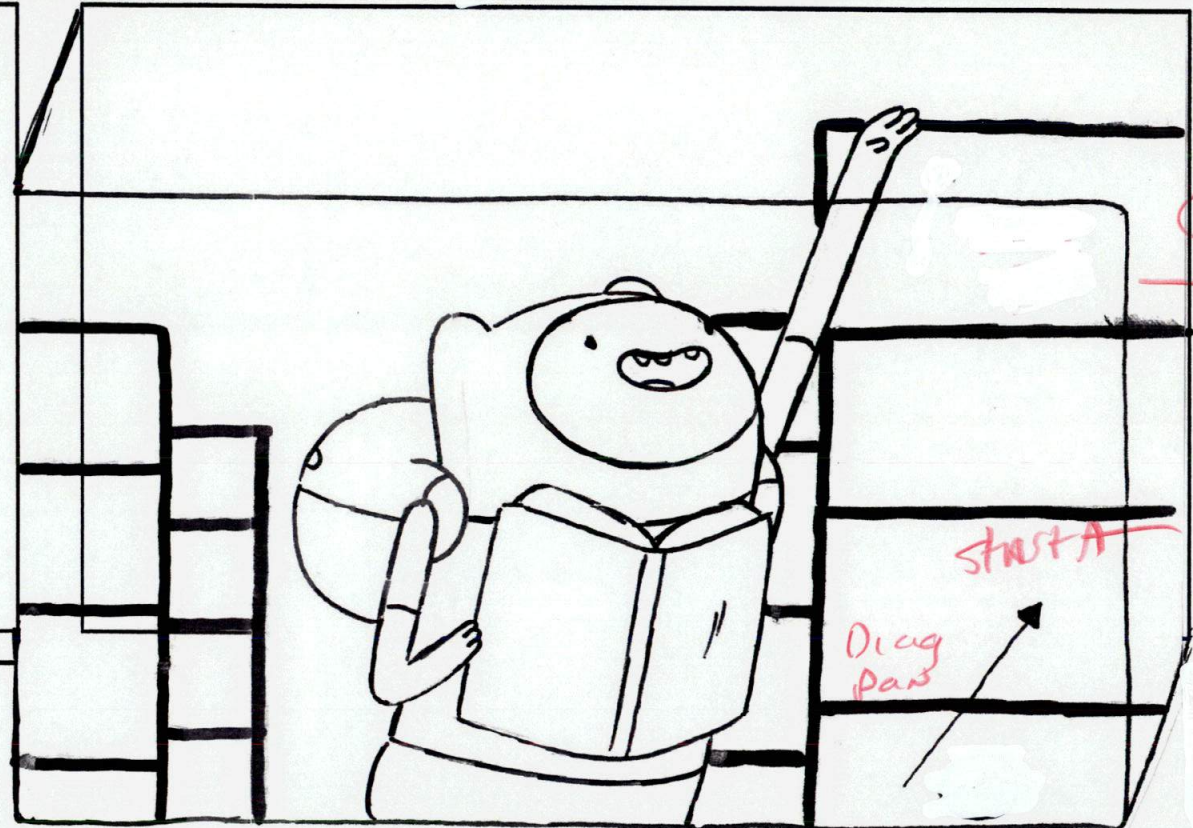
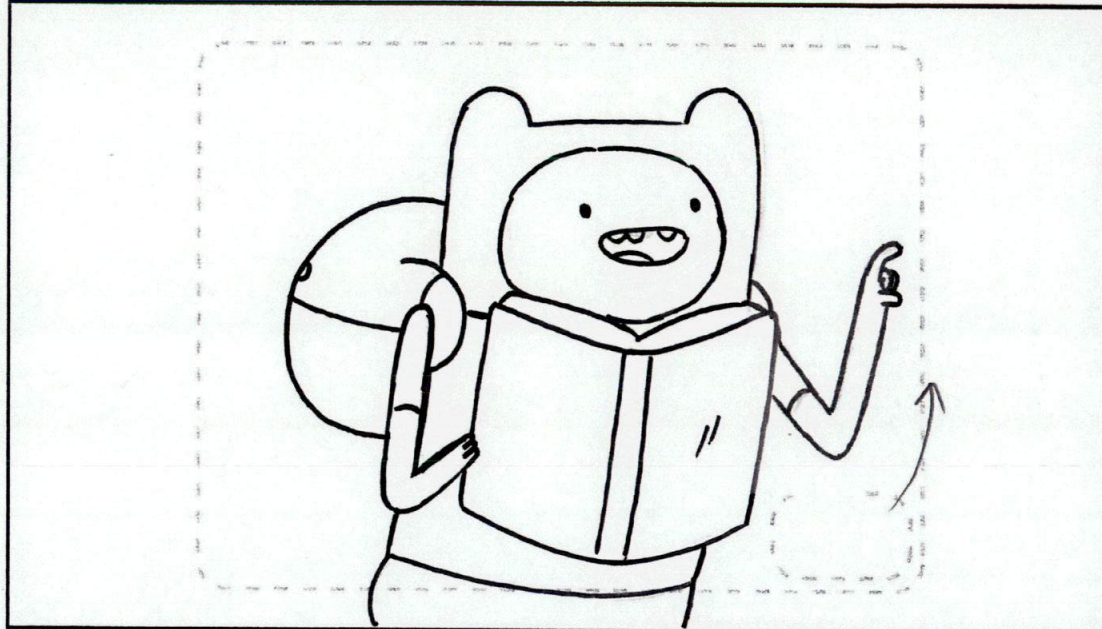
Bg.

day night

Sc. 08

Bg.

day night



Dialog:

F: well couple of inches...

Action:

F: say...

- FINN RAISES HAND. ADJ. W/ ACTION

Timing:

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Production :

EPISODE # 1034-230

1034/230

ADVENTURE TIME

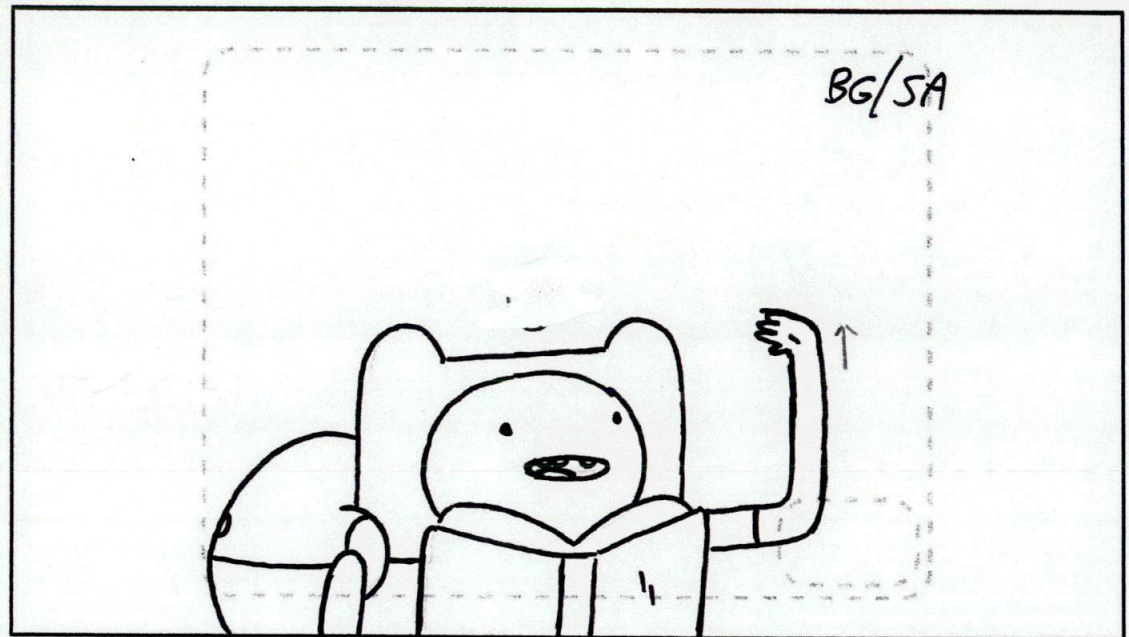


Sc. 08

Pnl. D

Bg.

day night

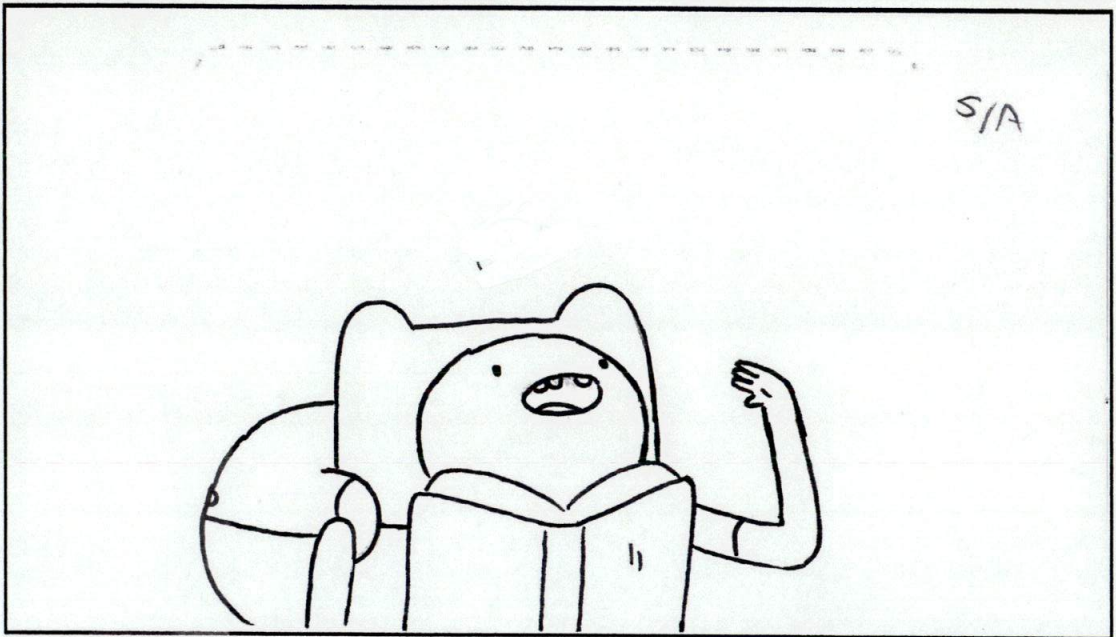


Sc. 08

Pnl. E

Bg.

day night



Dialog:	<u>F:</u> tall as	<u>F:</u> Princess Bubblegum?
Action:	- F. ADJUSTS HAND UP AND DOWN,	
Timing:	AUG 14 2015	

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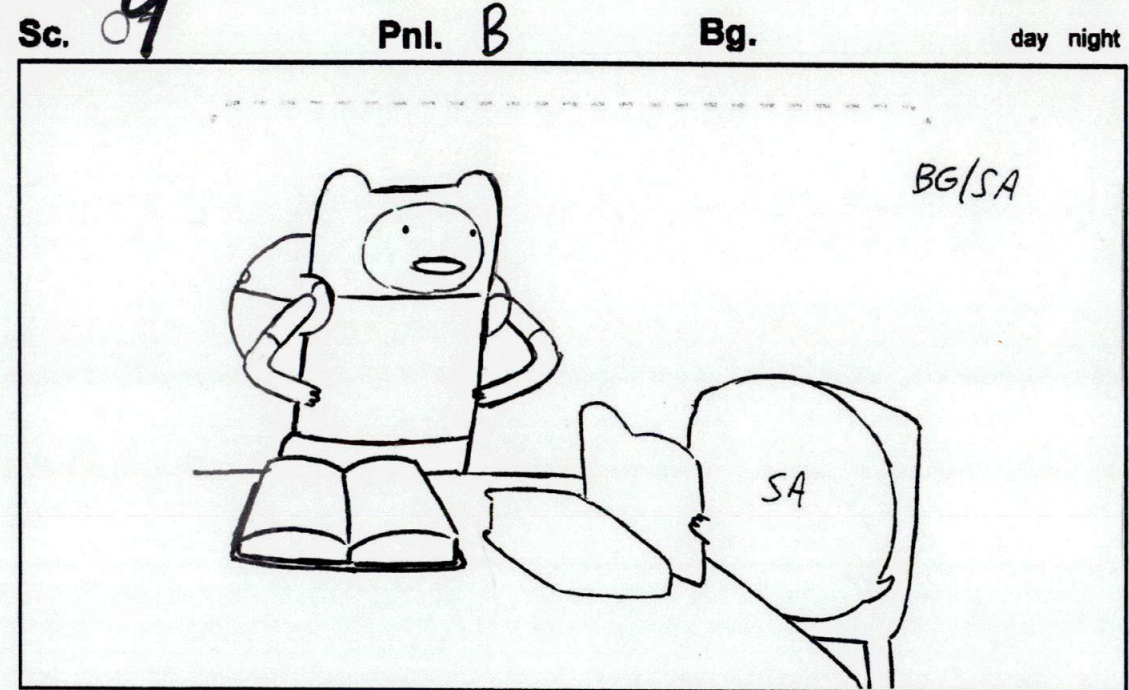
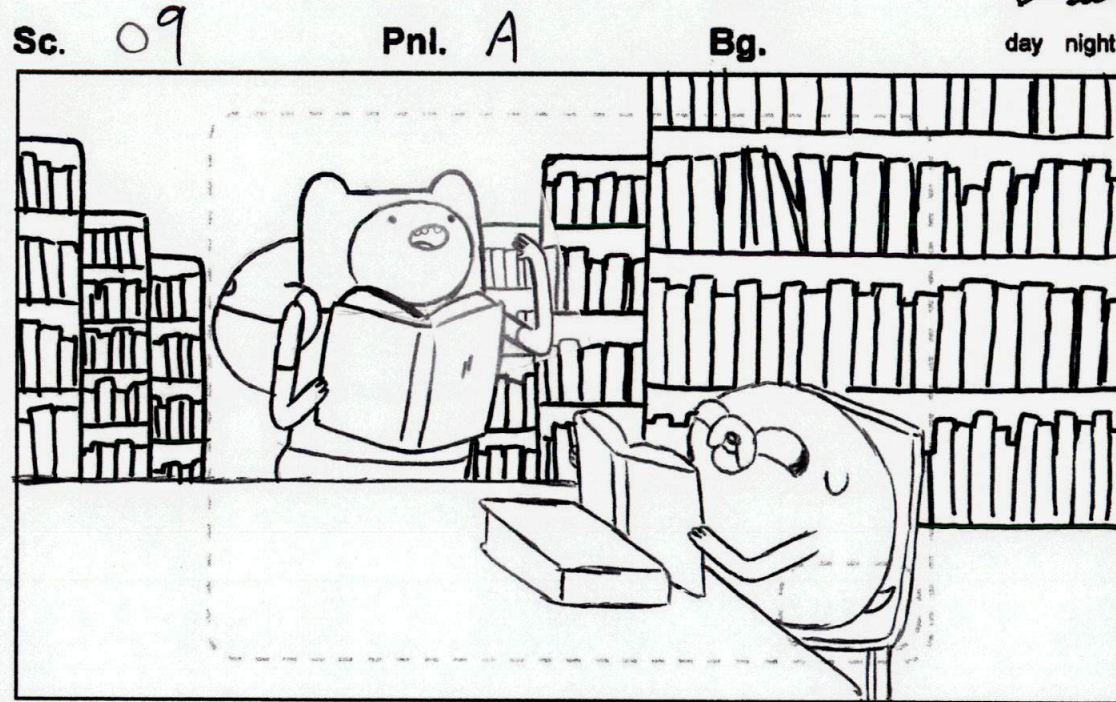
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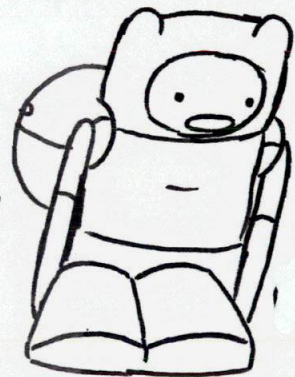
1034/230

ADVENTURE TIME



Page 11
day night



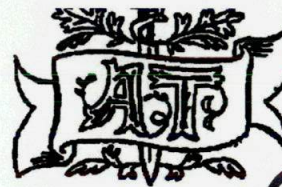
Dialog:	<u>J</u> : oh, I see.	<u>F</u> : What are you talking about?
Action:	- finn puts down book AND PUTS HANDS ON HIPS.	
Timing:	 <p>AUG 14 2015</p>	

EPISODE # 1034-230

Production :

1034, 230

ADVENTURE TIME

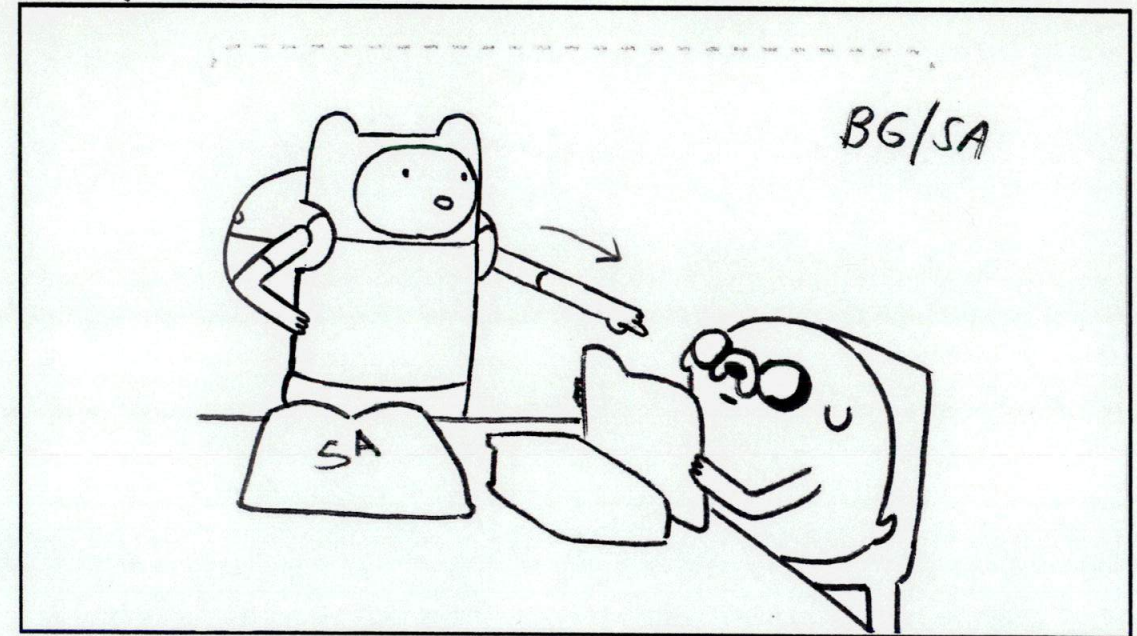


Page 12

Sc. 09 Pnl. C Bg. day night



Sc. 9 Pnl. D Bg. day night



Dialog: J: Oh nothing.

F: JAKE! How would you change yourself on Dead Mountain if only the legends were true.

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



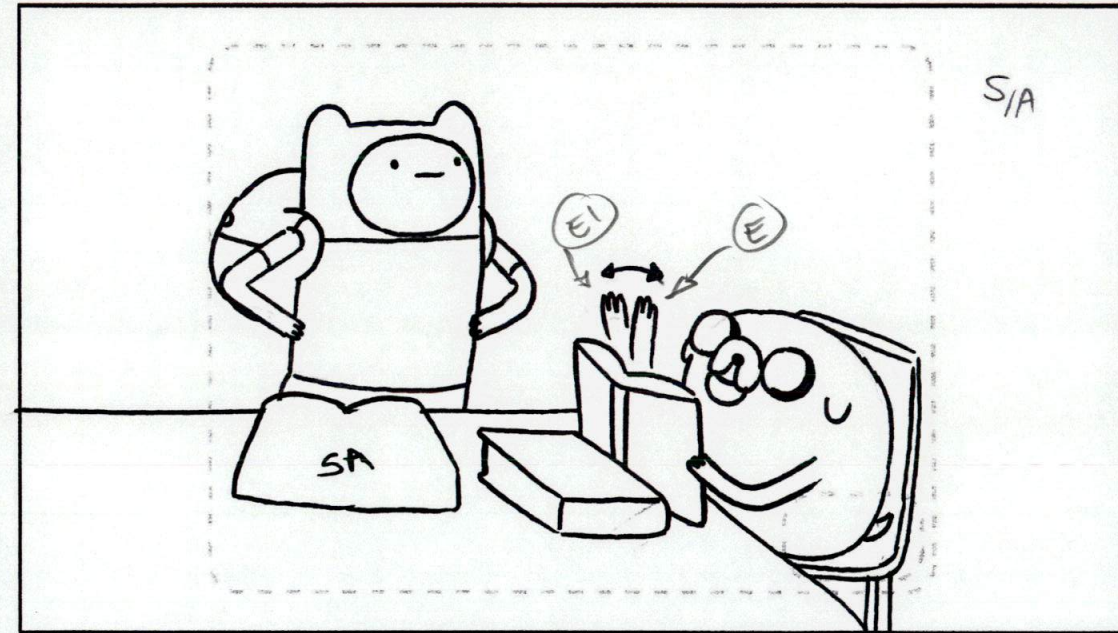
Page 13

Sc. 09

Pnl. E

Bg.

day night

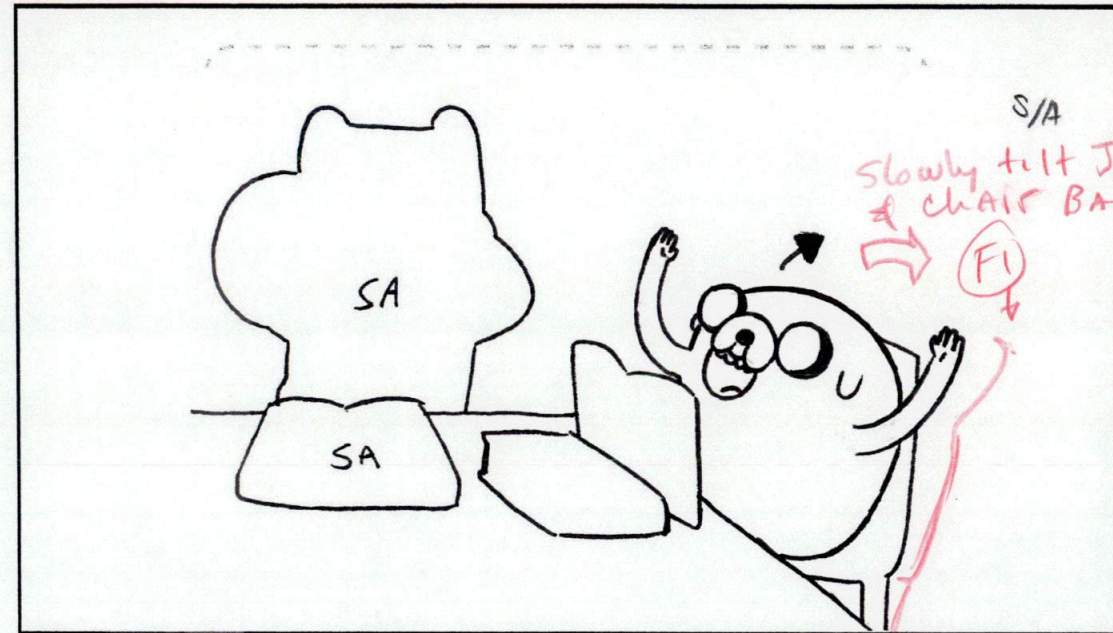


Sc. 09

Pnl. F

Bg.

day night



Dialog:

J: I wouldn't change anything.

J: I'm the whole package!

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



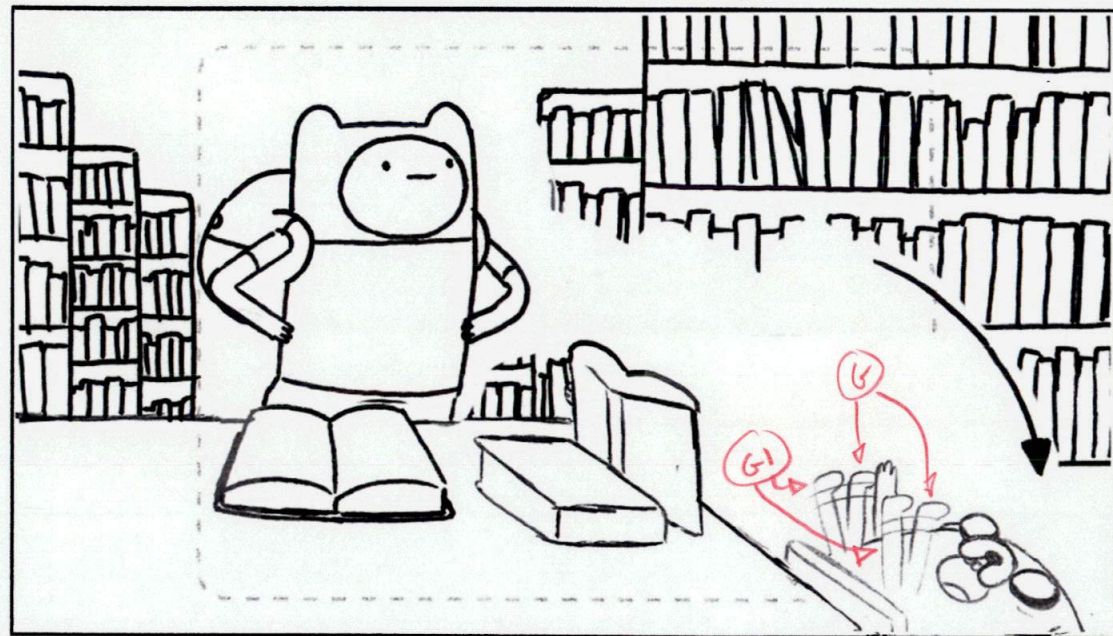
Page 14

Sc. 09

Pnl. G

Bg.

day night

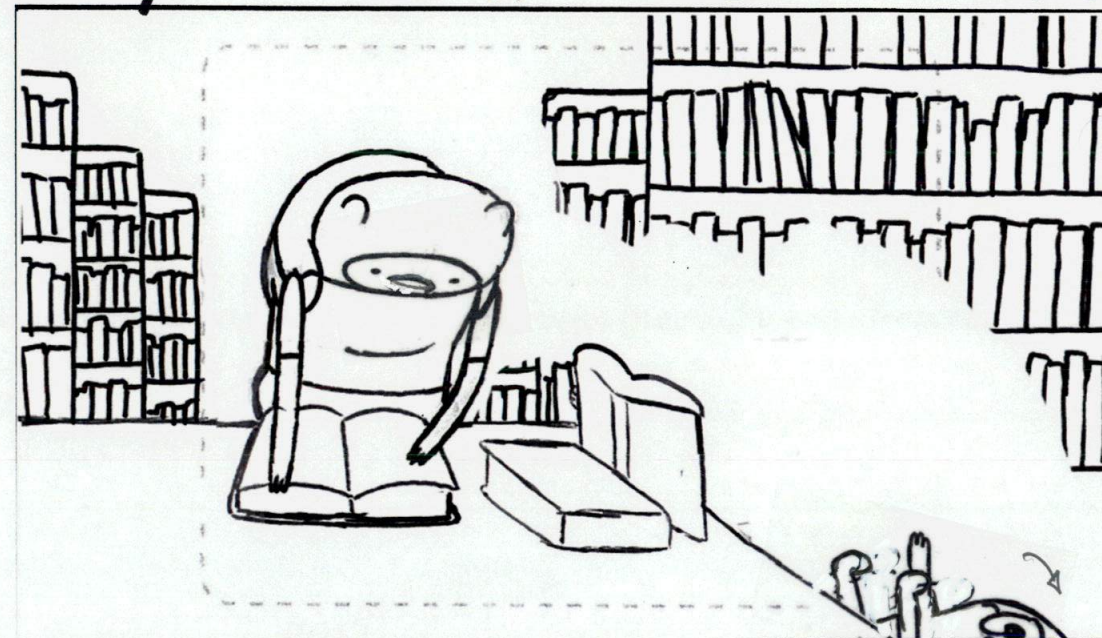


Sc. 09

Pnl. H

Bg.

day night



Dialog:

J: Wohh!!

Action:

- J.'S CHAIR TIPS OVER

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



Page 15

Sc. 09

Pnl. I

Bg.

day night

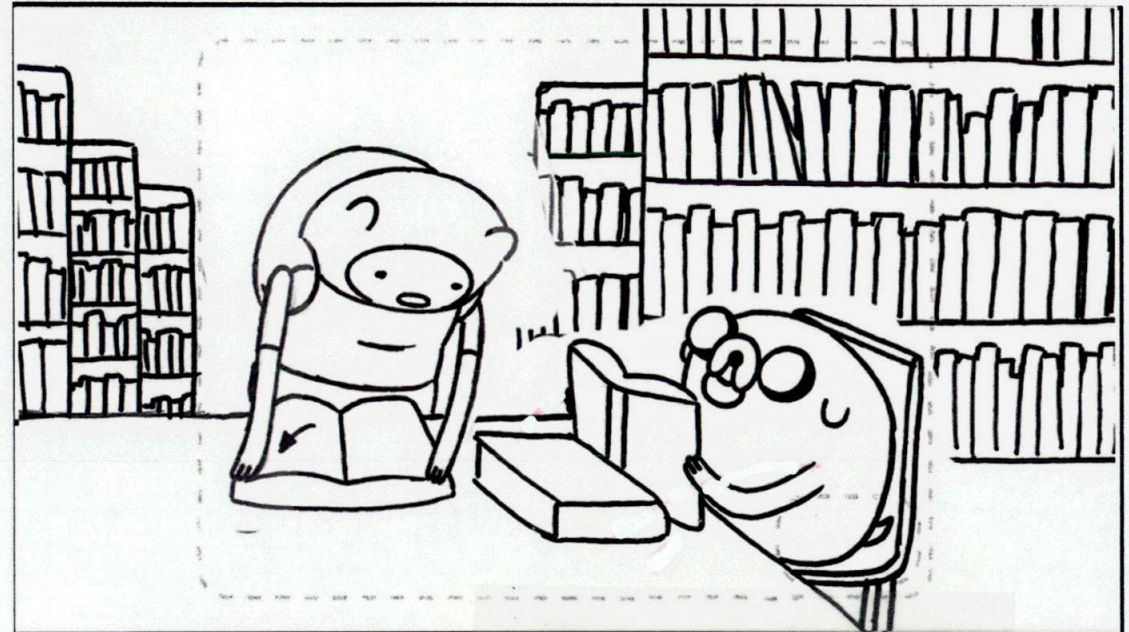


Sc. 9

Pnl. J

Bg.

day night

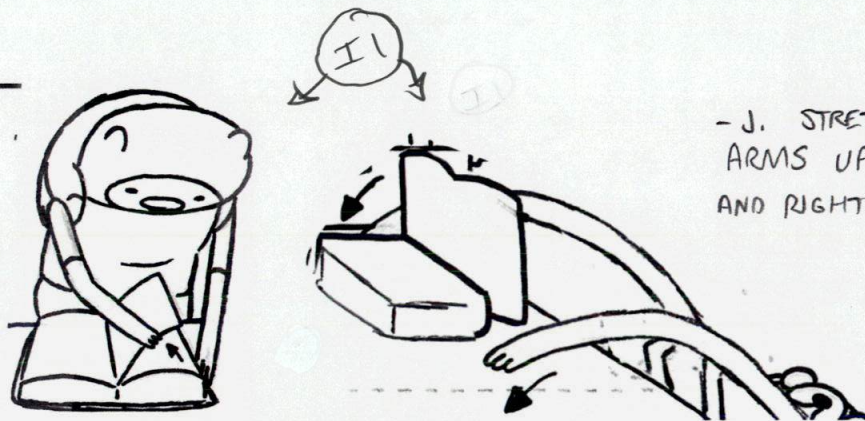


Dialog:

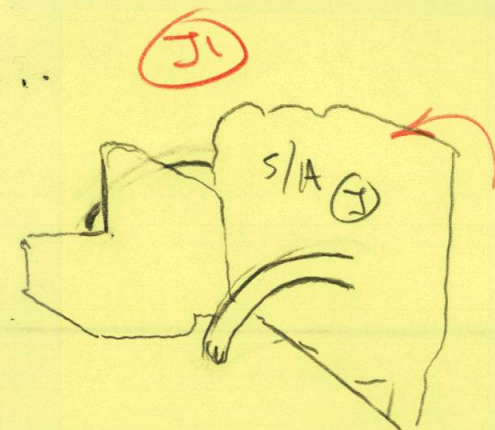
F/Hey..

Action:

Timing:



- J. STRETCHES
ARMS UP TO TABLE
AND RIGHTS HIMSELF.



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EPISODE # 1034-230

Production :

1034/230

1034, 230

ADVENTURE TIME



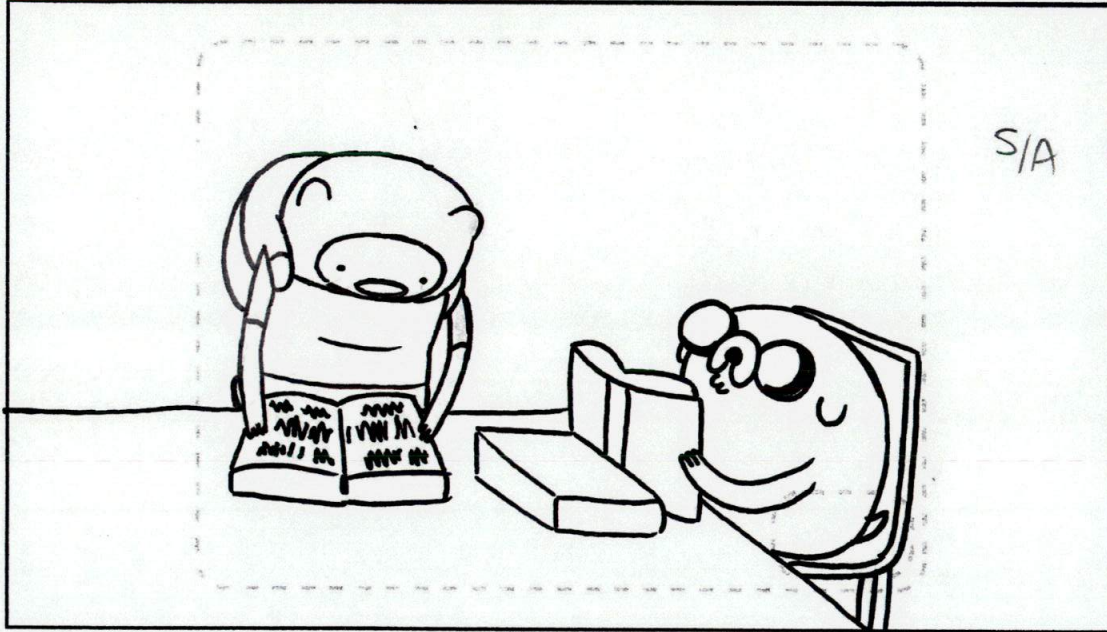
Page 16

Sc. 09

Pnl. K

Bg.

day night

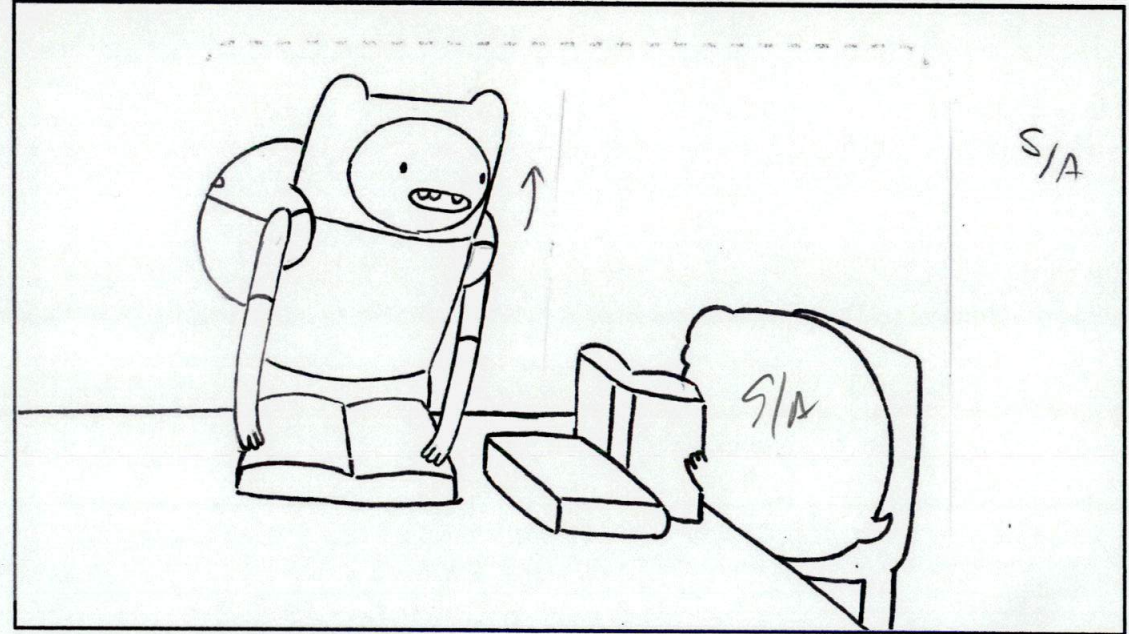


Sc. 9

Pnl. L

Bg.

day night



Dialog:

F: there's a big warning about Dead Mountain - -

F: IN HERE.

Action:

Timing:

AUG 14 2015

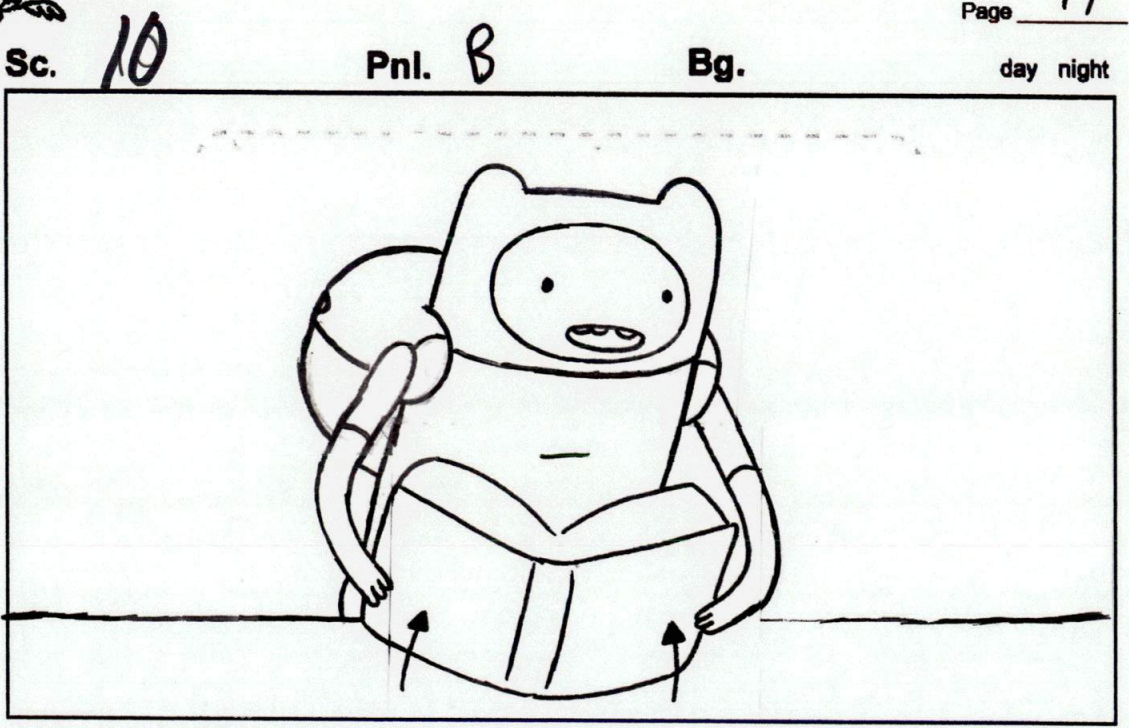
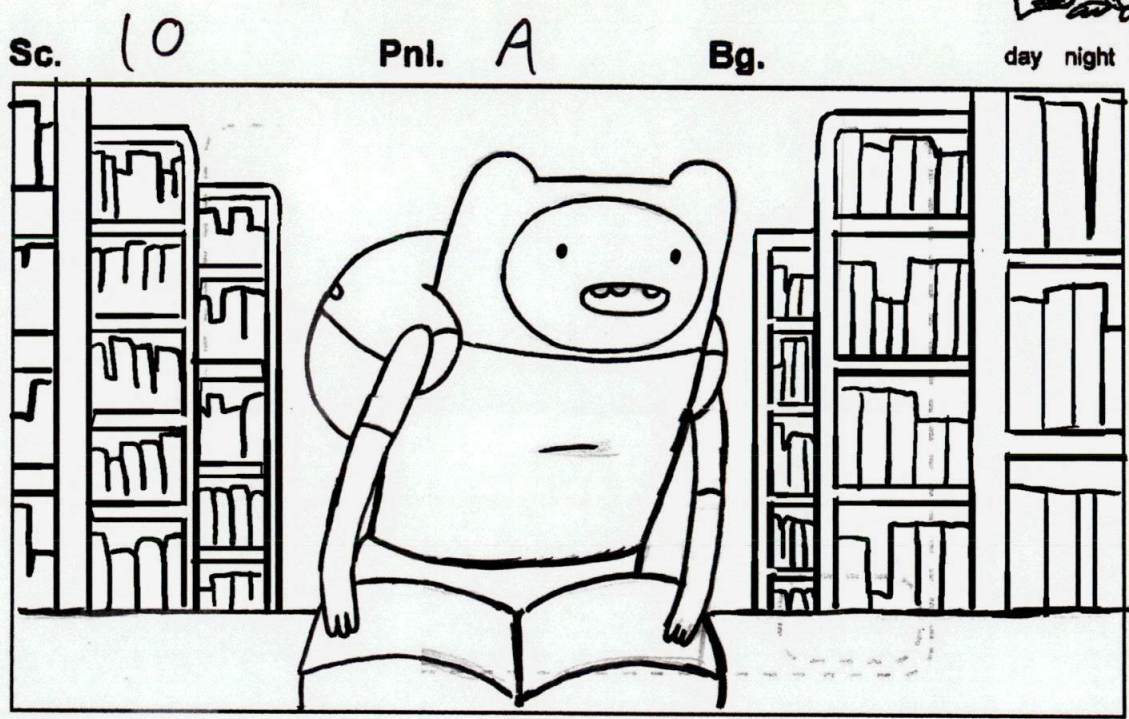
EPISODE # 1034-230

Production :

1034, 230

1034/230

ADVENTURE TIME



Dialog:
Action: S.P. - F. PICKS UP BOOK.
Timing: AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

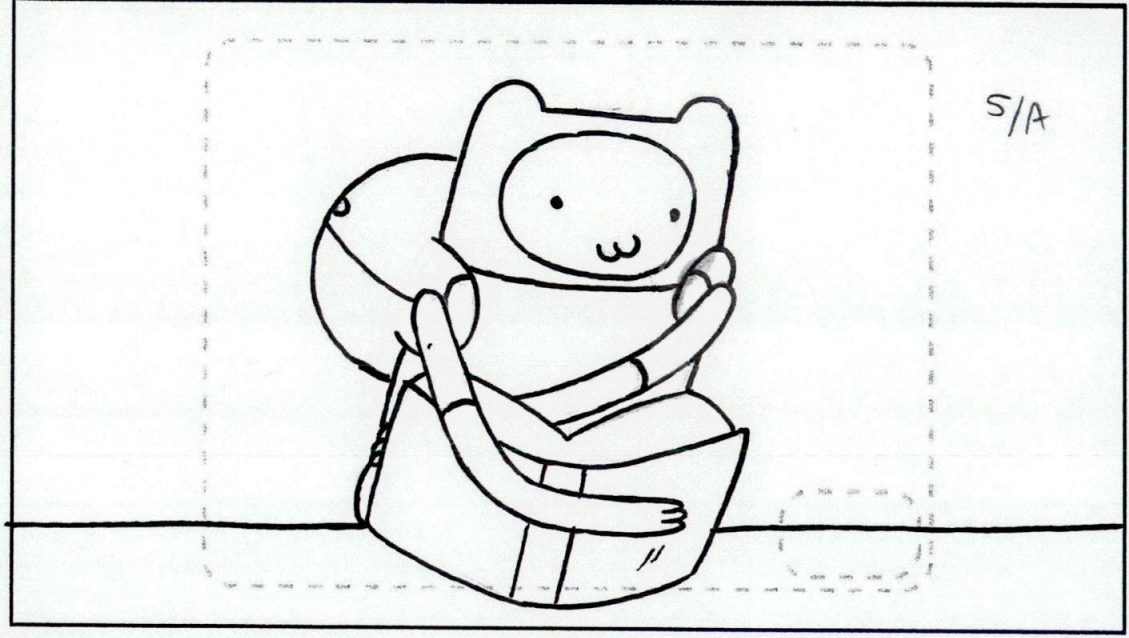
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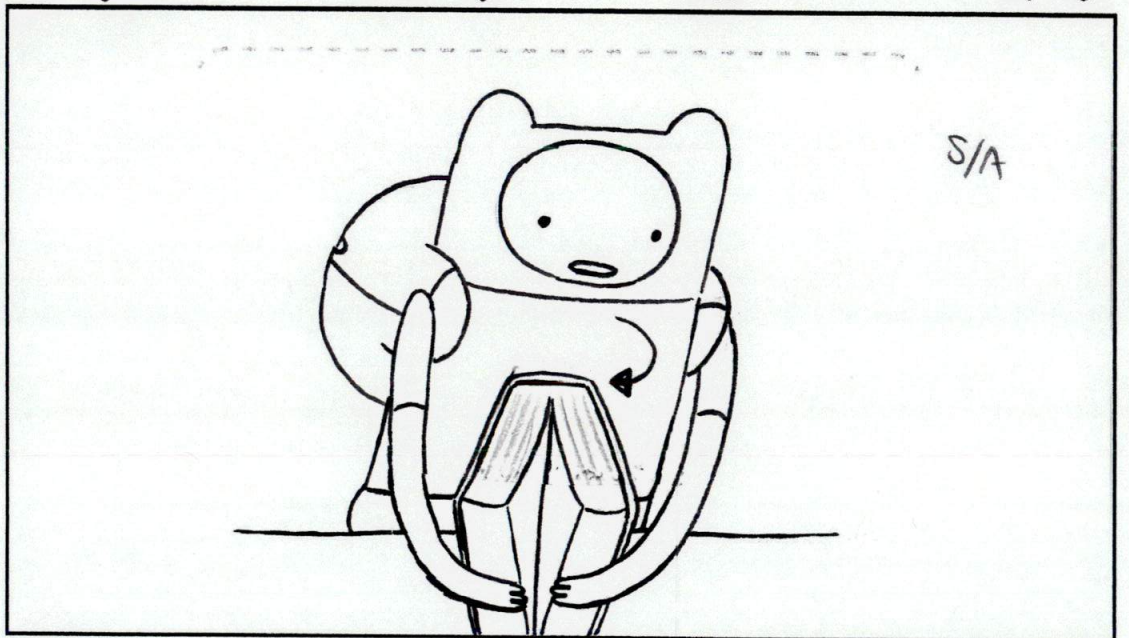
ADVENTURE TIME



Sc. (0) Pnl. C Bg. day night



Sc. 10 Pnl. D Bg. day night



Dialog:

Action: -f. FLIPS BOOK AROUND

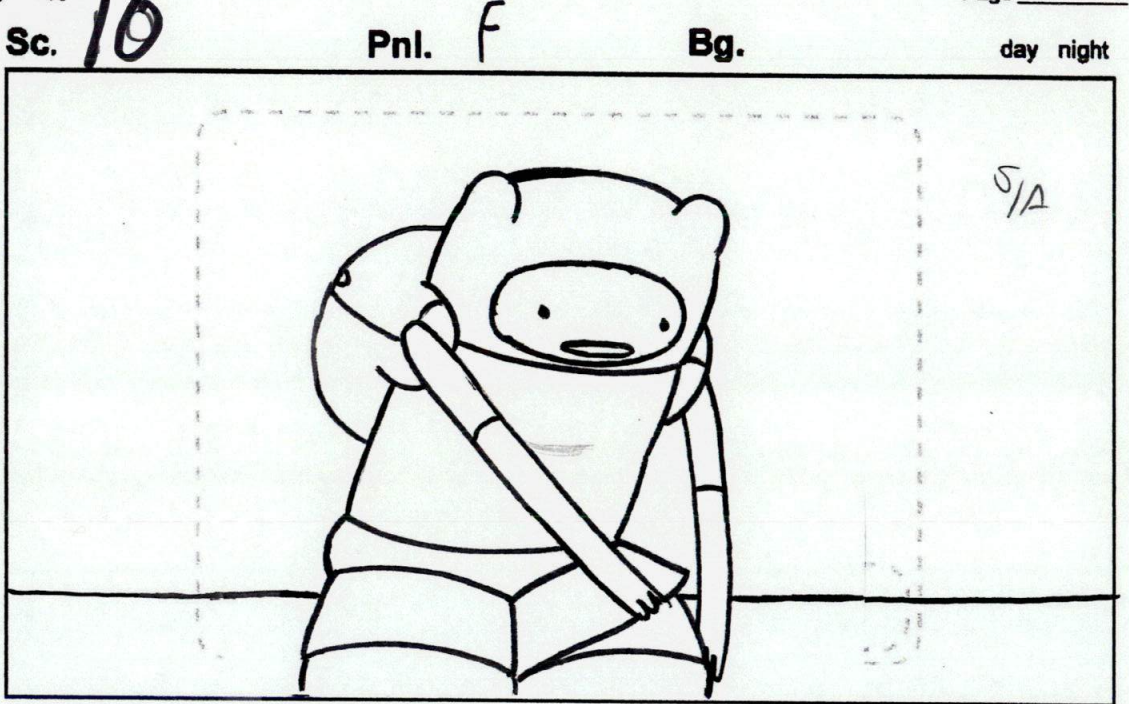
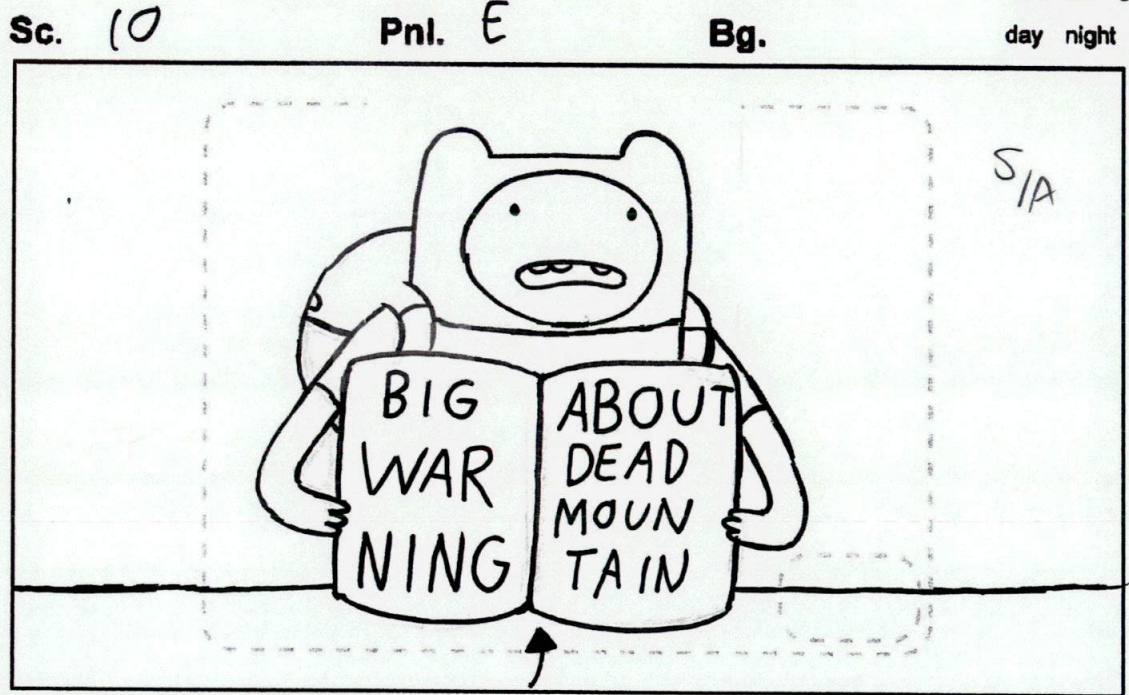
Timing:

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EPISODE # 1034-230

Production :

ADVENTURE TIME



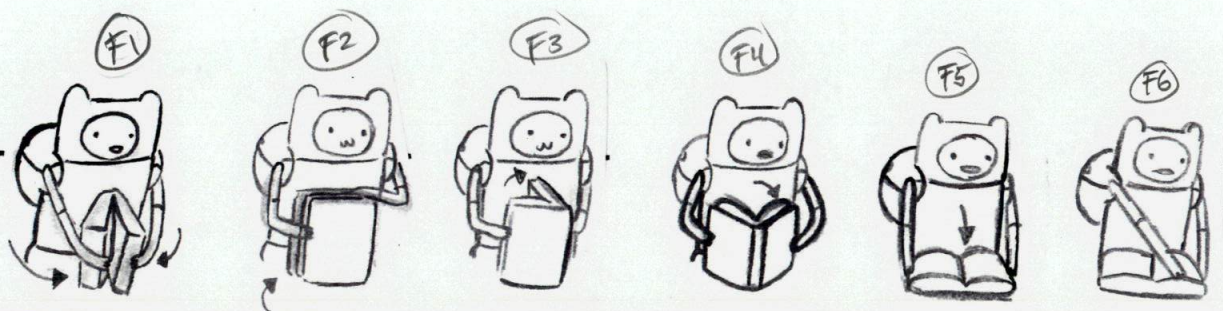
Dialog: f: SEE!

Action:

Timing:

-f. SETS DOWN BOOK AGAIN.

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1034/230

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



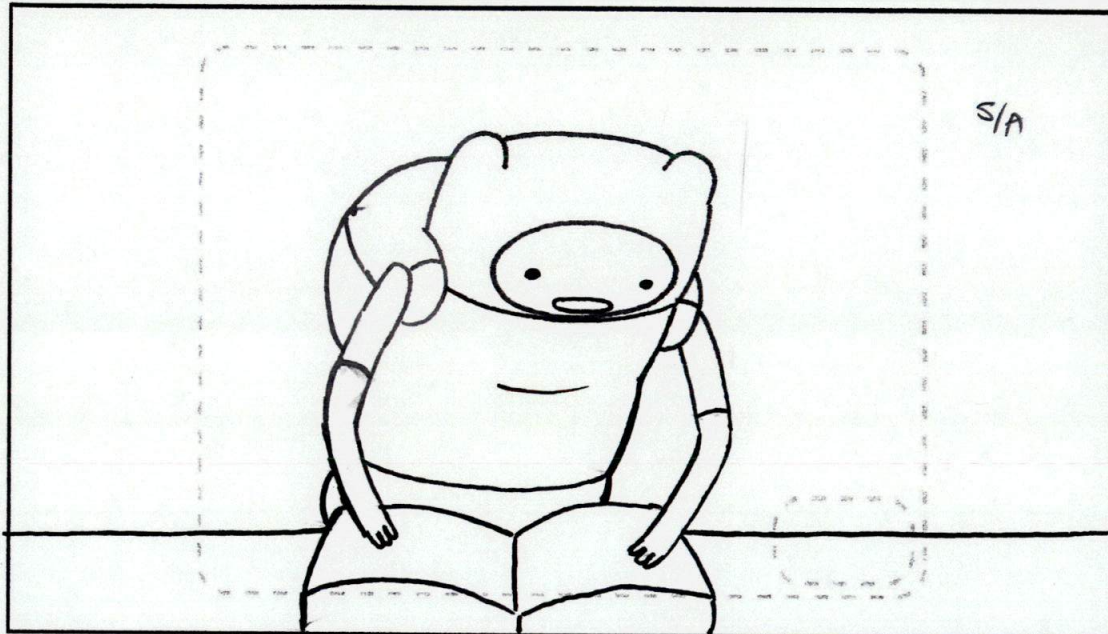
Page 20

Sc. (0)

Pnl. G

Bg.

day night

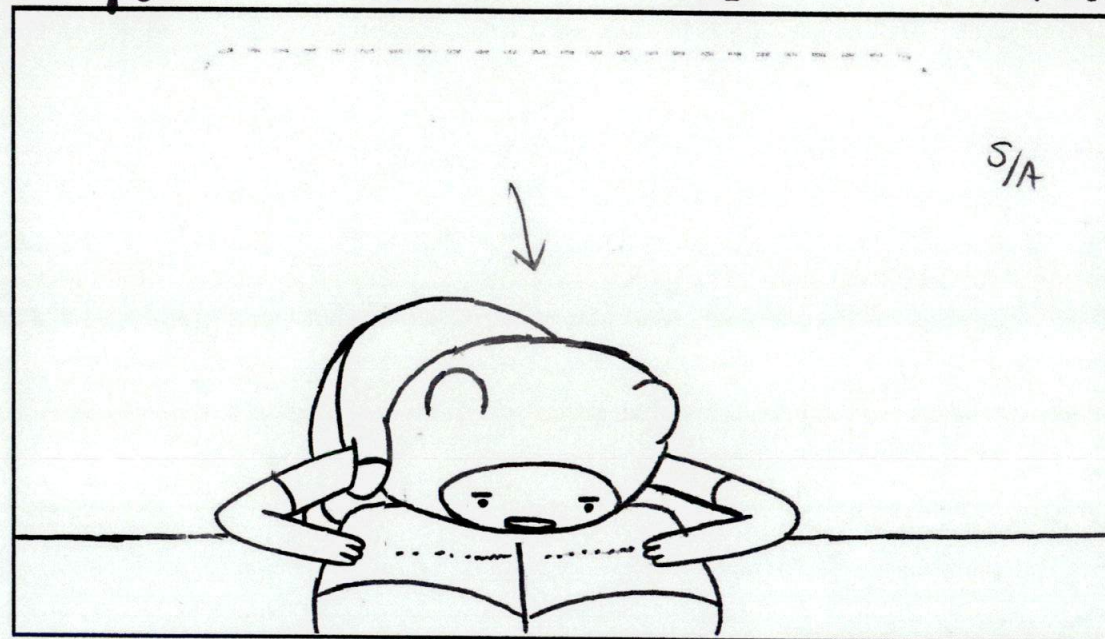


Sc. 10

Pnl. H

Bg.

day night



Dialog:

F: it says some kind of evil hermit guards the mountain top.

Action:

- F. LEANS IN CLOSE TO PAGE.

Timing:

AUG 14 2015

EPISODE # 1054-230

Production :

1034, 230

1034, 230

ADVENTURE TIME



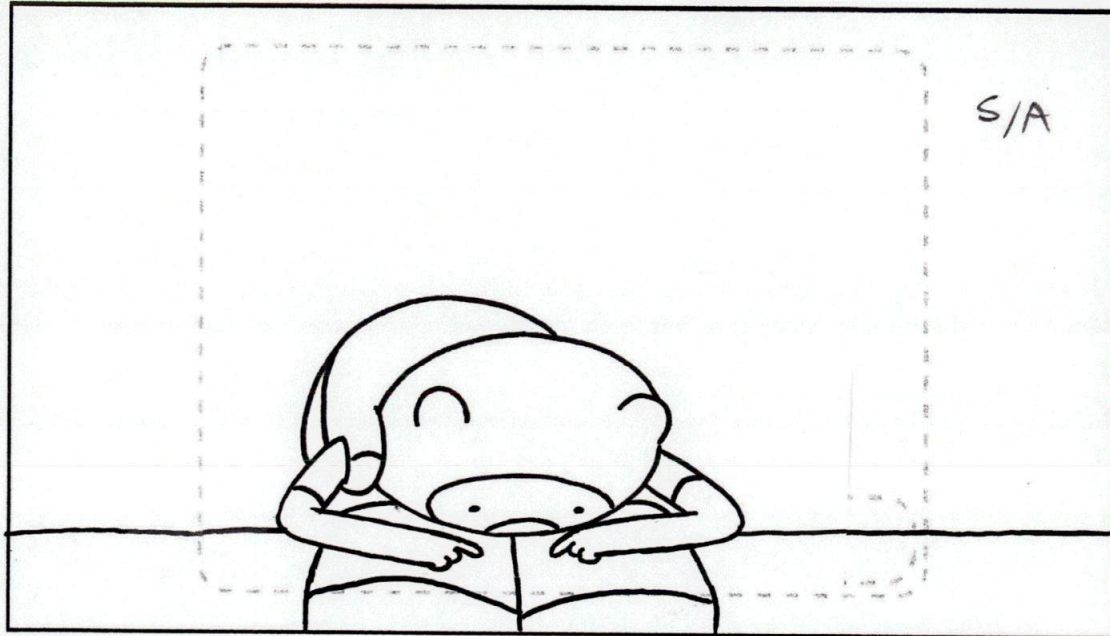
Page 21

Sc. 10

Pnl. I

Bg.

day night

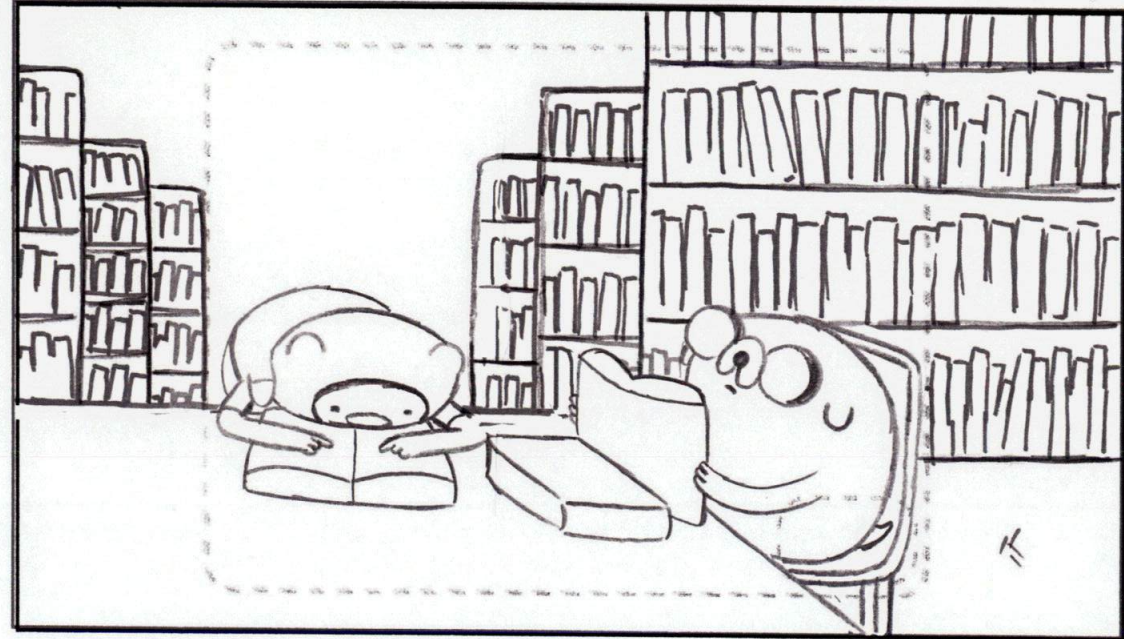


Sc. 11

Pnl. A

Bg.

day night



Dialog:

F: " Don't let him look at you
or something horrible will
happen. "

Action:

- F. READS ALOUD.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



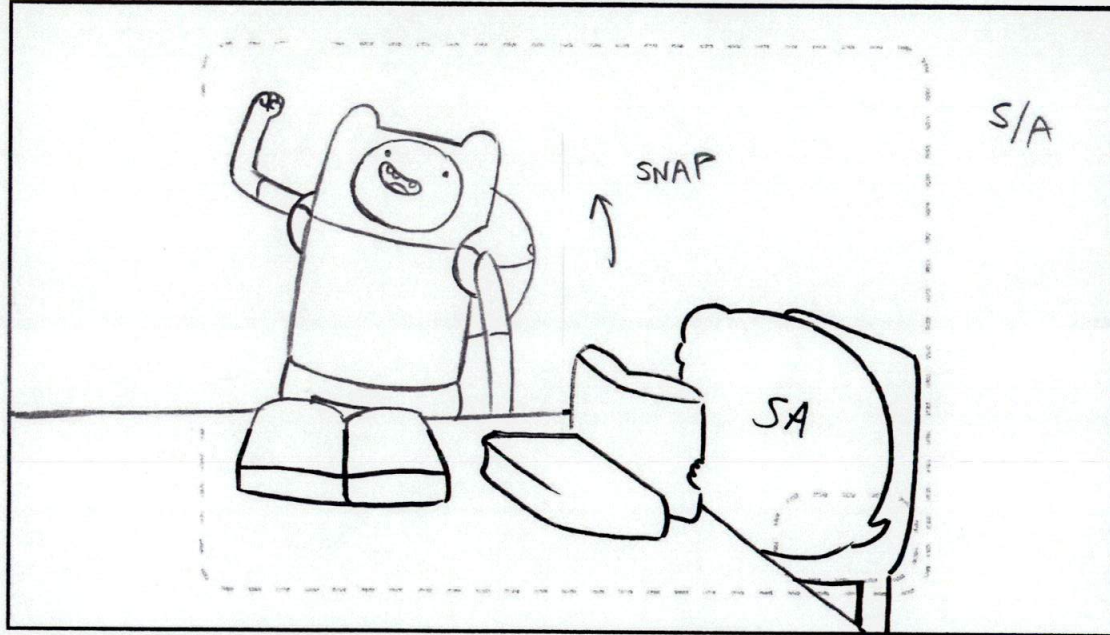
Page 22

Sc. 11

Pnl. B

Bg.

day night

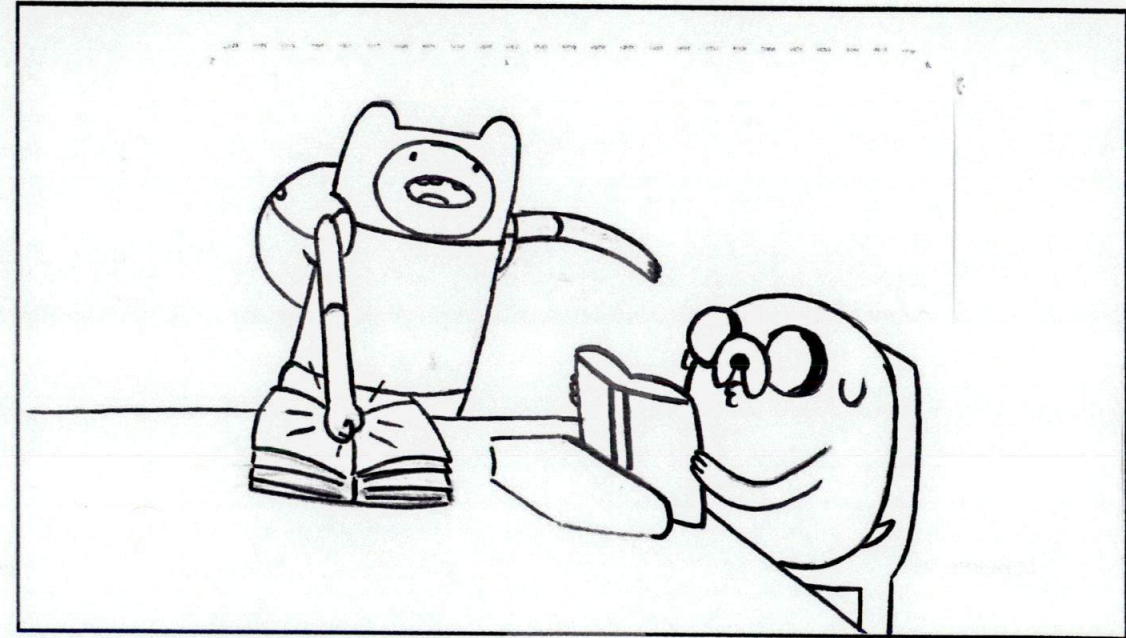


Sc. 11

Pnl. C

Bg.

day night



Dialog:

F: That seals the --

F: DEAL

SFX: * WHAM! *

Action:

- F. JUMPS TO HIS FEET.

Finn hits book.

Timing:

AUG 14 2015

1034-230
EPISODE #

Production :

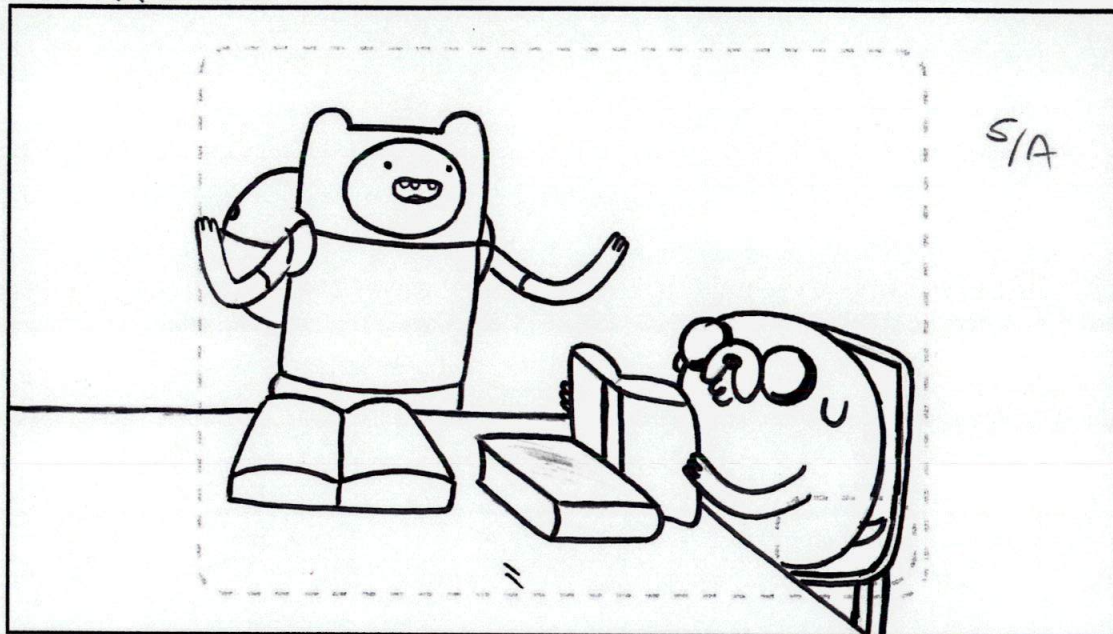
1034/230

ADVENTURE TIME

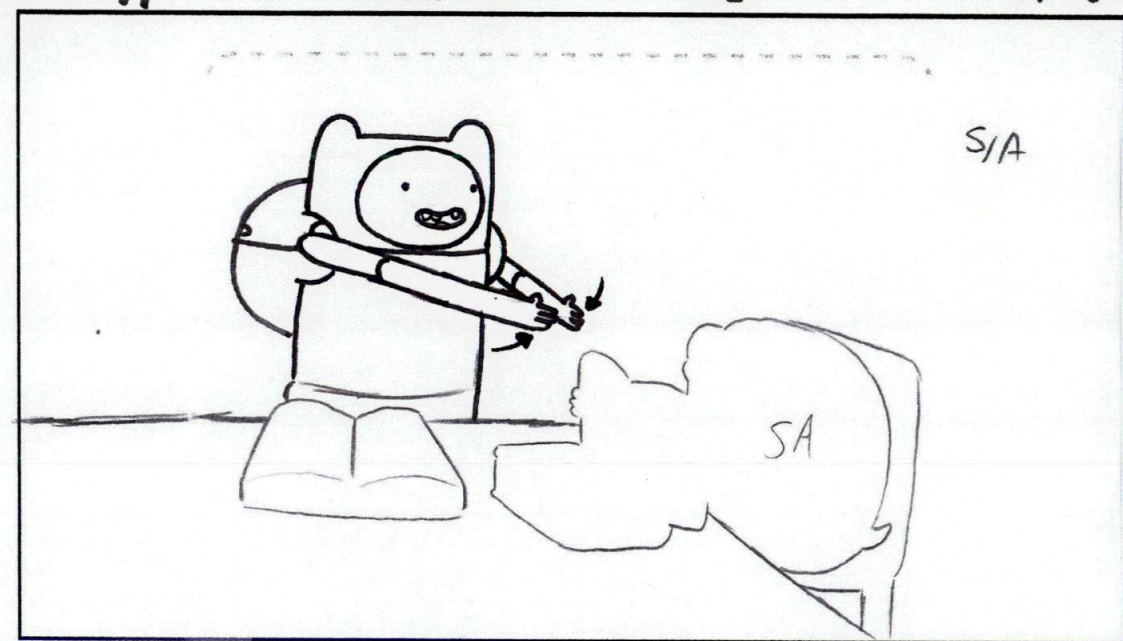


Page **23**

Sc. **11** Pnl. **D** Bg. day night

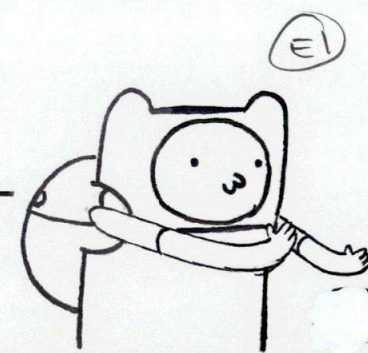


Sc. **11** Pnl. **E** Bg. day night



Dialog: F: The twin temptations of getting to grow a couple of inches... f: and battling an evil hermit sound like a pretty --

Action:



Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034, 230

ADVENTURE TIME



Sc. 11 Pnl. F Bg. day night

S/A

Sc. 11 Pnl. G Bg. day night

S/A

Dialog: F: perfect day.

Action: ~~scribble~~ - F. PUNCHES AIR.

Timing:

F: LET'S GO!!

G: ~~scribble~~

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1034/230

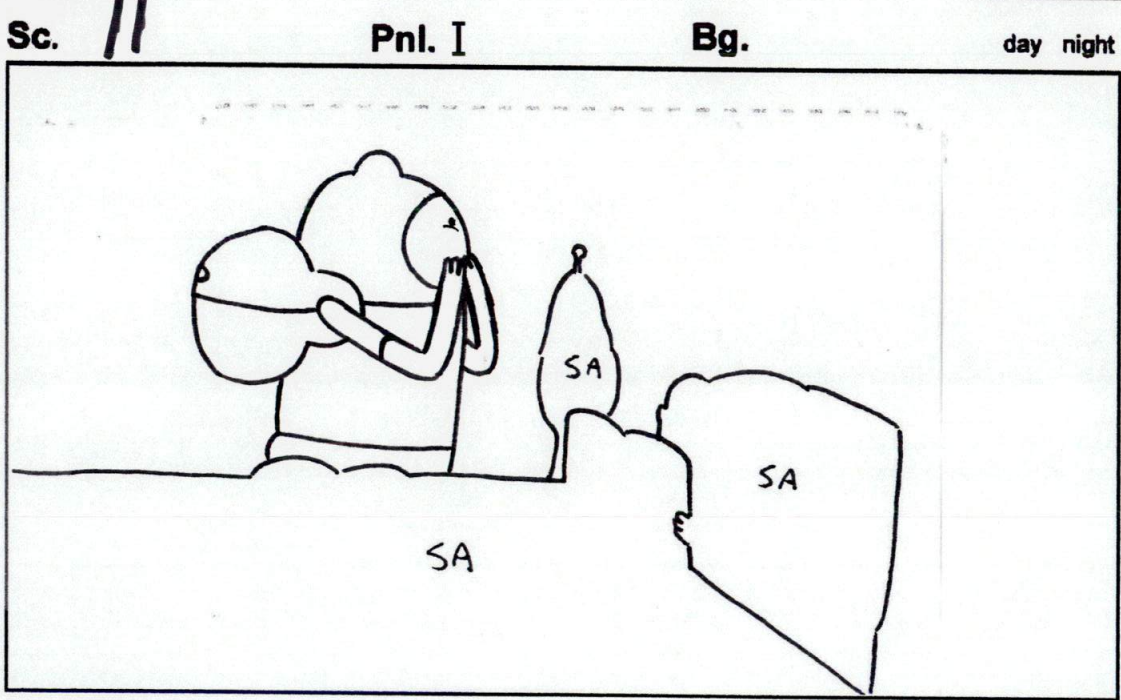
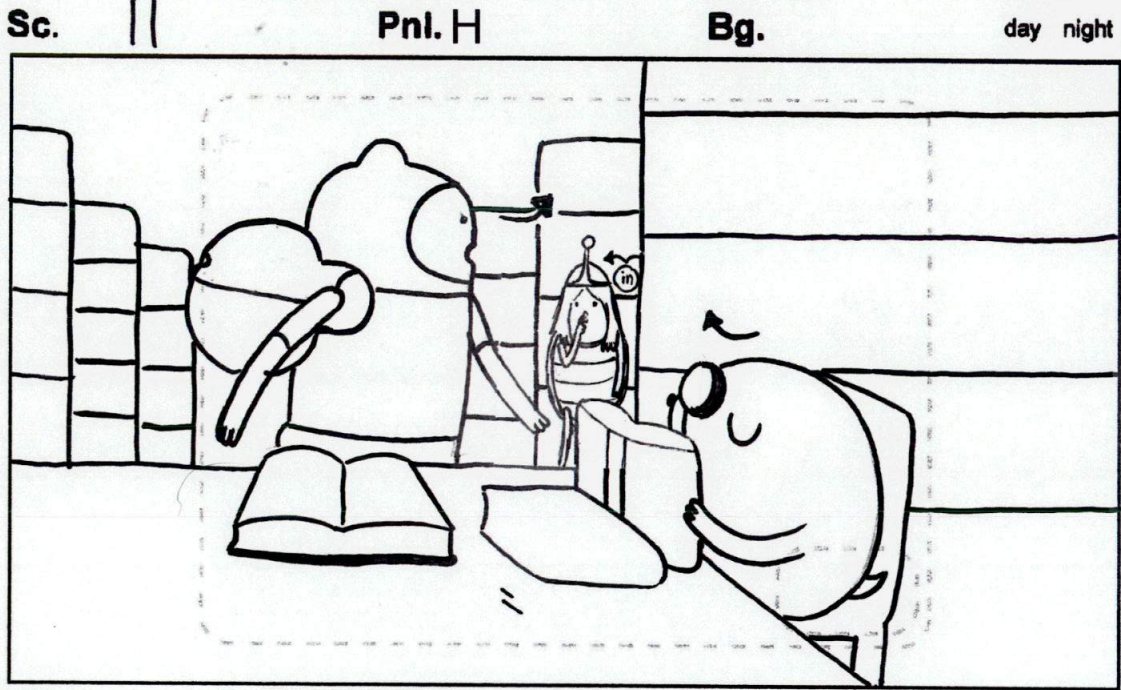
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Production :

1034/230

ADVENTURE TIME



Dialog:

SFX: * SHHH! *

(F) (SMALL WHISPER) LET'S GO...

Action:

-TURTLE PRINCESS SHUSHES F+J. -F. COVERS MOUTH.

Timing:

(H) (S/A) (H)

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EPISODE # 1034-230

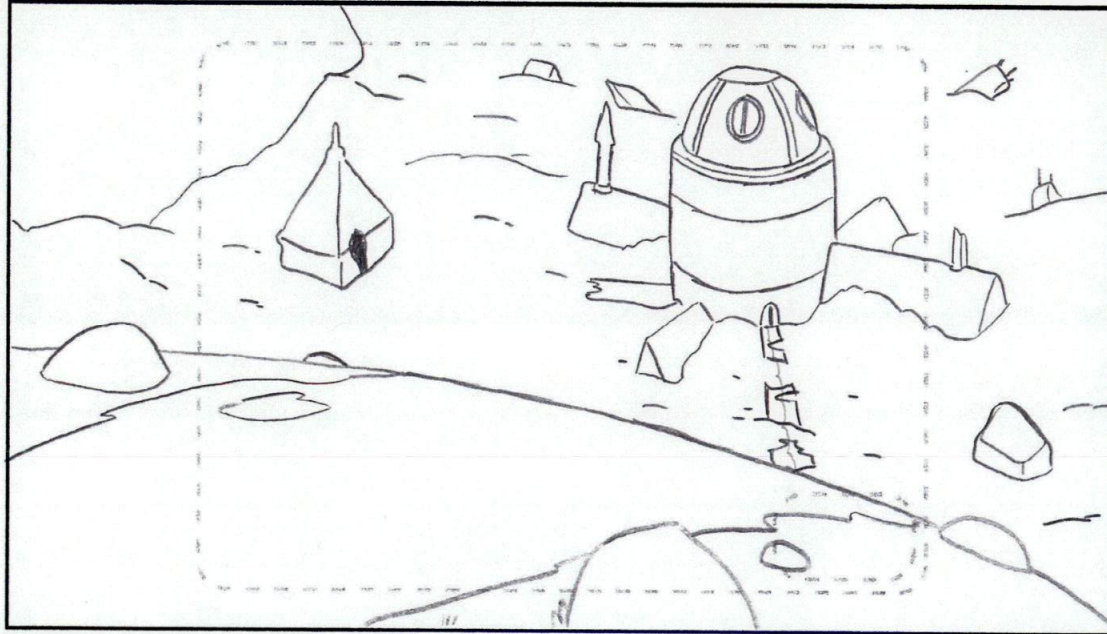
Production :

ADVENTURE TIME

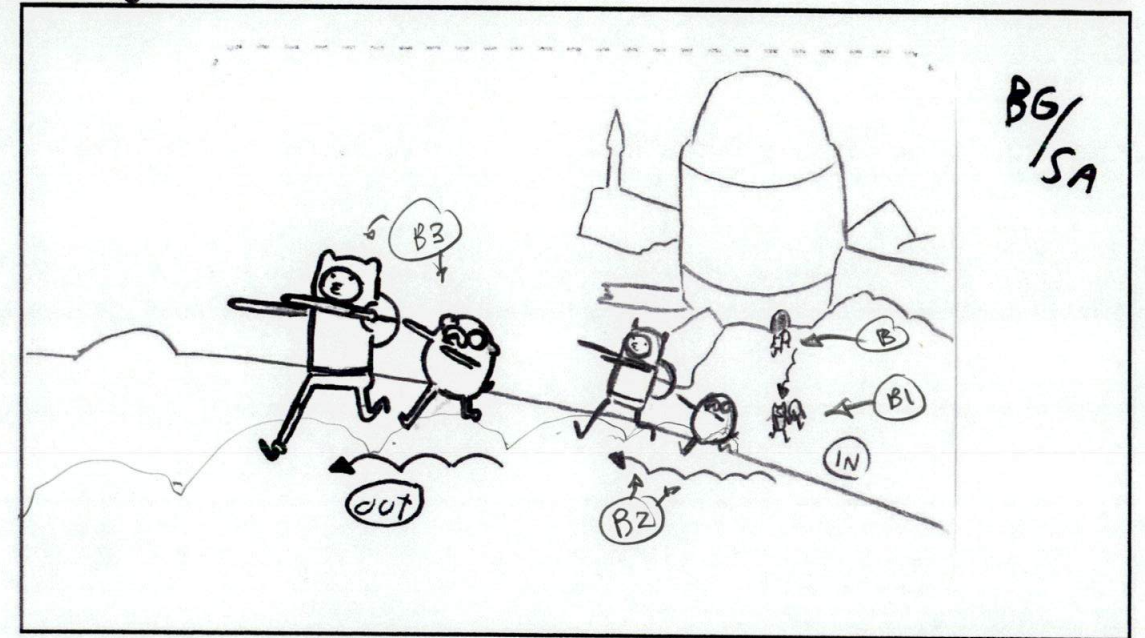


Page 26

Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:

F+J: Sshhh!! _____

Action:

- outside Library.

- F+J RUN OVER HILL IN FOREGROUND. AND OFF/S

WIPE

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



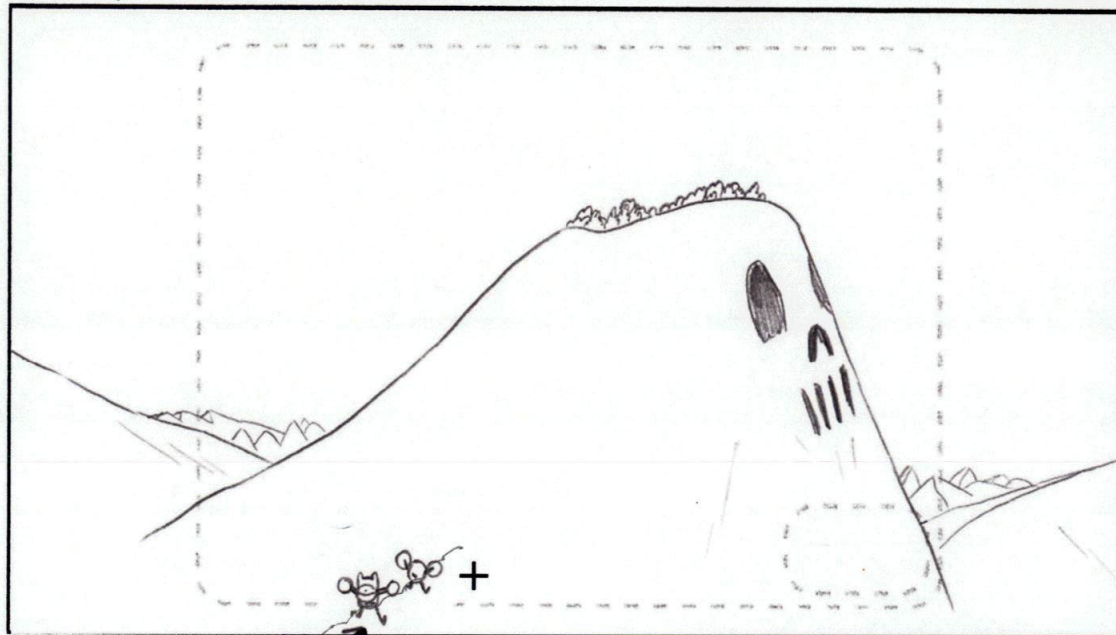
Page 27

Sc. 13

Pnl. A

Bg.

day night

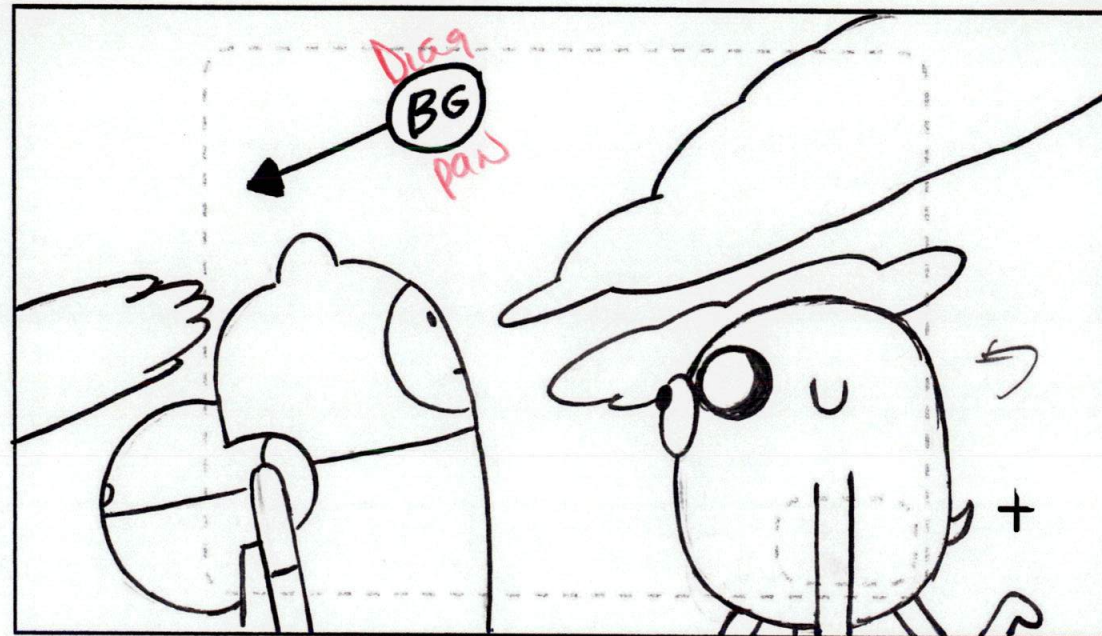


Sc. 14

Pnl. A

Bg.

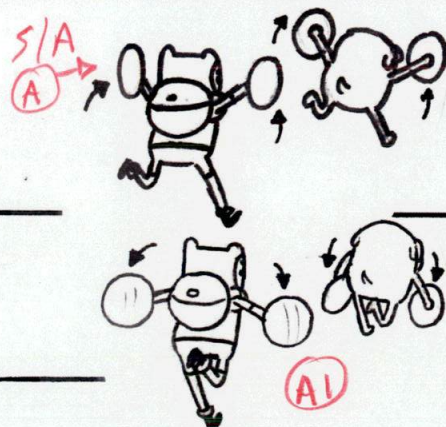
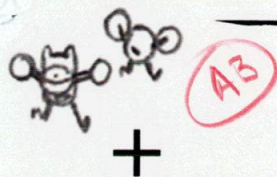
day night



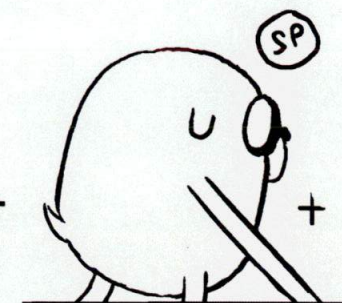
Dialog:

Action: -EXT. DEAD MOUNTAIN.
F+J RUN UP HILL

Timing:



-J. TURNS TOWARDS FINN, STILL
WALKING BACKWARDS.



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EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



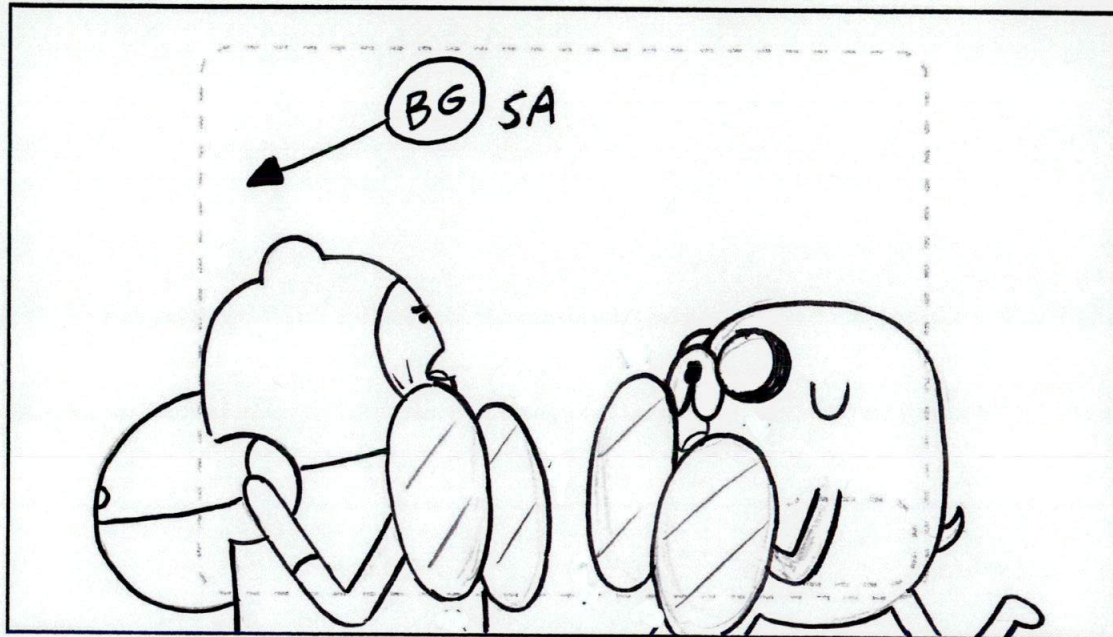
Page 28

Sc. 14

Pnl. B

Bg.

day night

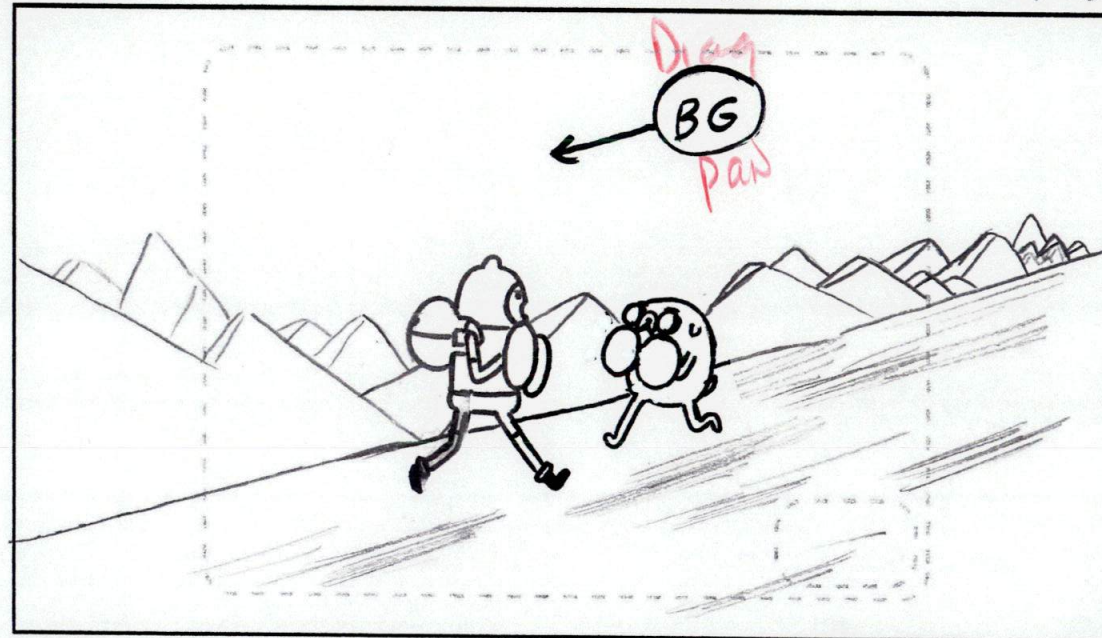


Sc. 15

Pnl. A

Bg.

day night



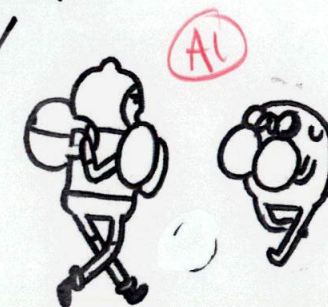
Dialog:

F+J: Gear up for battle!

F+J: You smell like cattle!
Gear up for battle!!

Action:

-F+J RAISE MIRROR SHIELDS.



Timing:

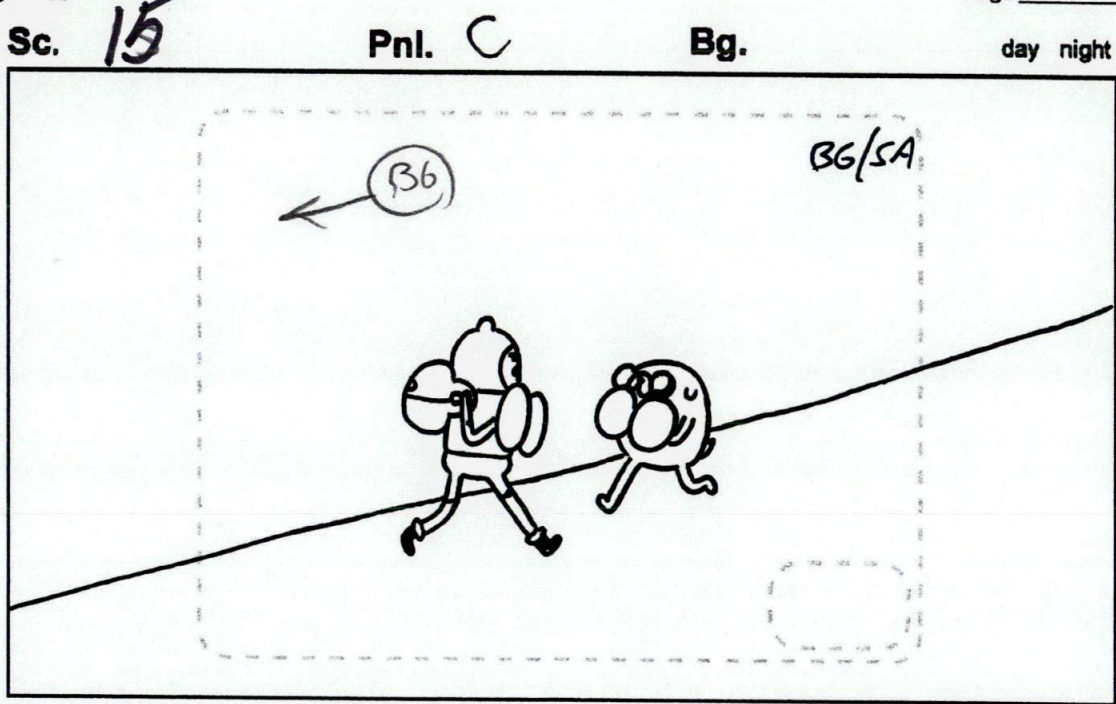
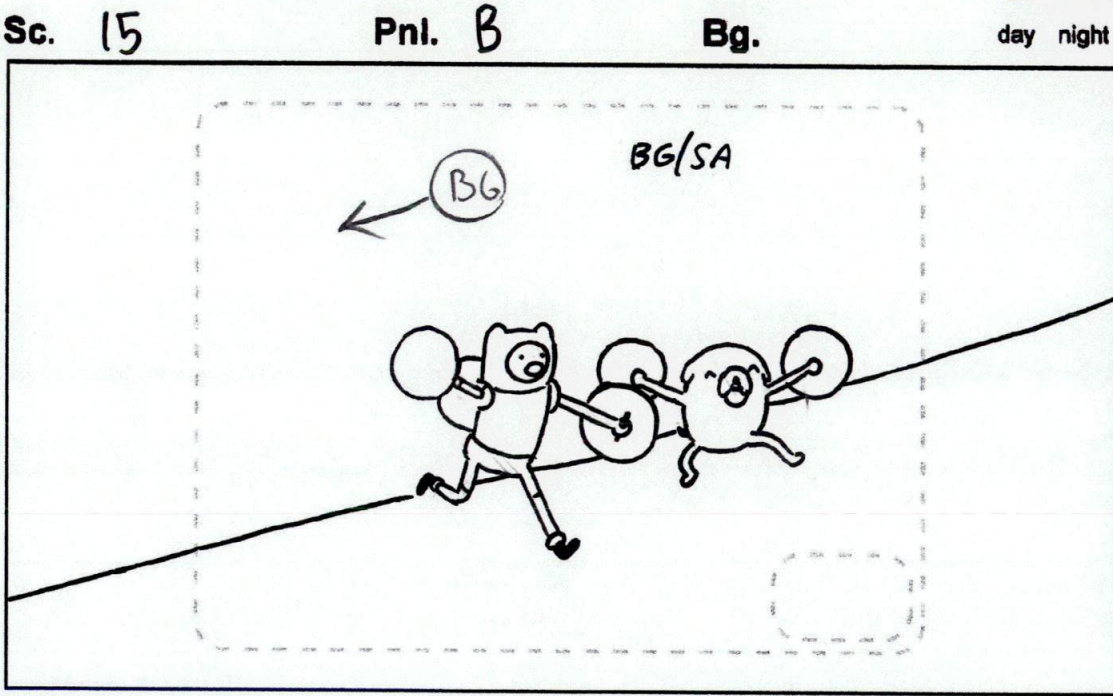
AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



Dialog: F+J: you smell --

Action: *FINN ARMS Rotate AS WIDE Circle (B) (BI) (B)* *JAKE ARMS UP & DO (B) (BI)*

Timing:

AUG 14 2015

1034/230

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



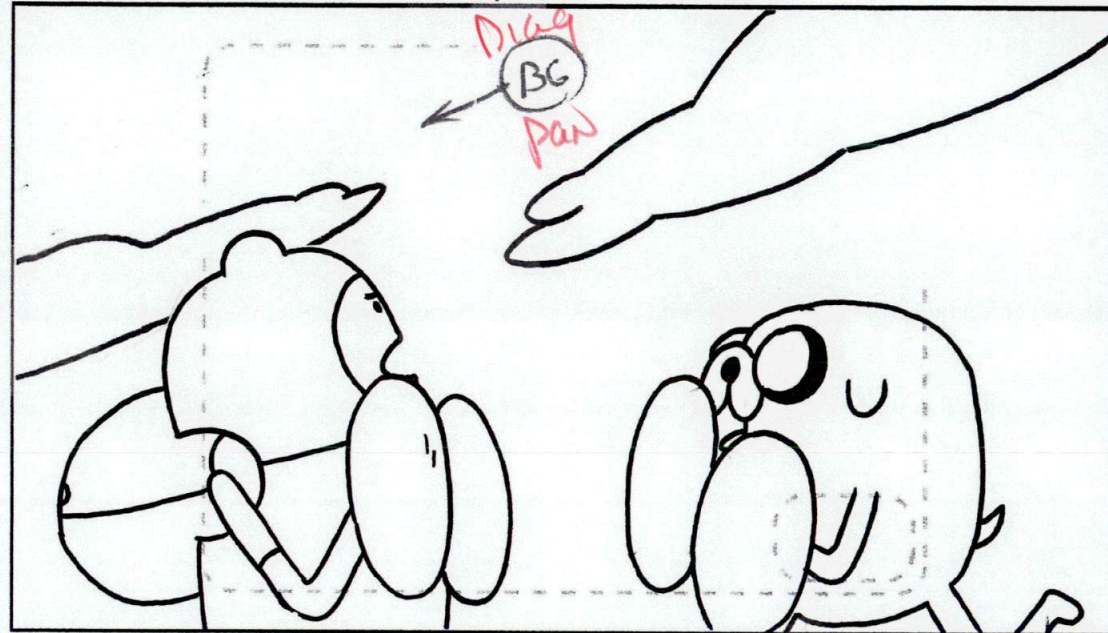
Page 30

Sc. 16

Pnl. A

Bg.

day night

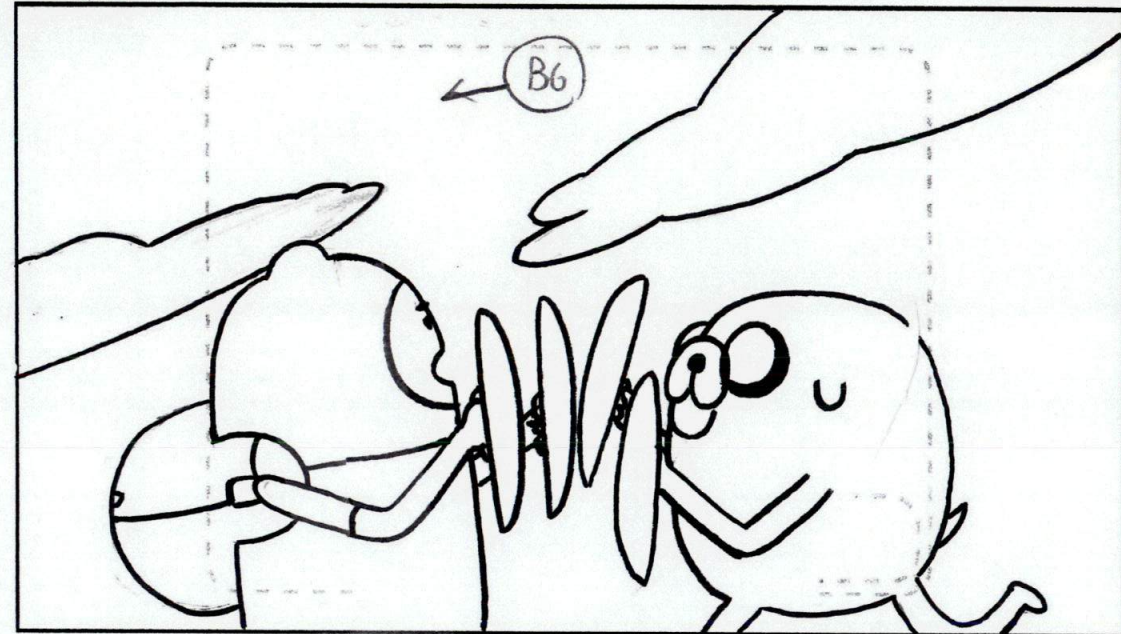


Sc. 16

Pnl. B

Bg.

day night



Dialog:

F+J: LIKE CATTLE!

Action:

- F+J PLAY PAT-A-CAKE WITH SHIELDS.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



Page **31**

Sc. **16**

Pnl. **C**

Bg.

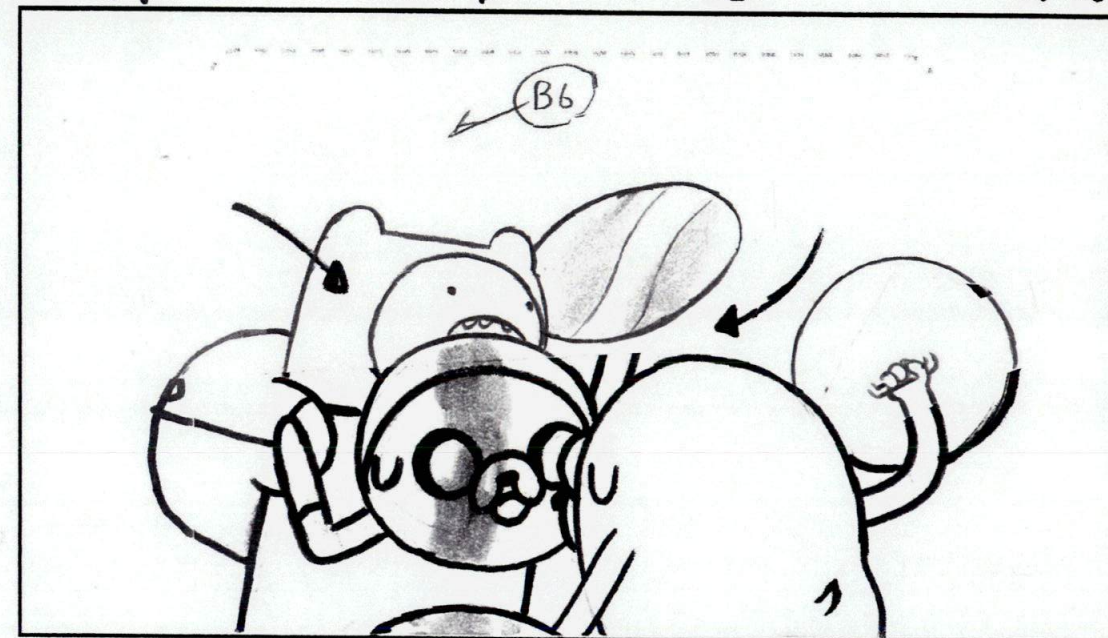
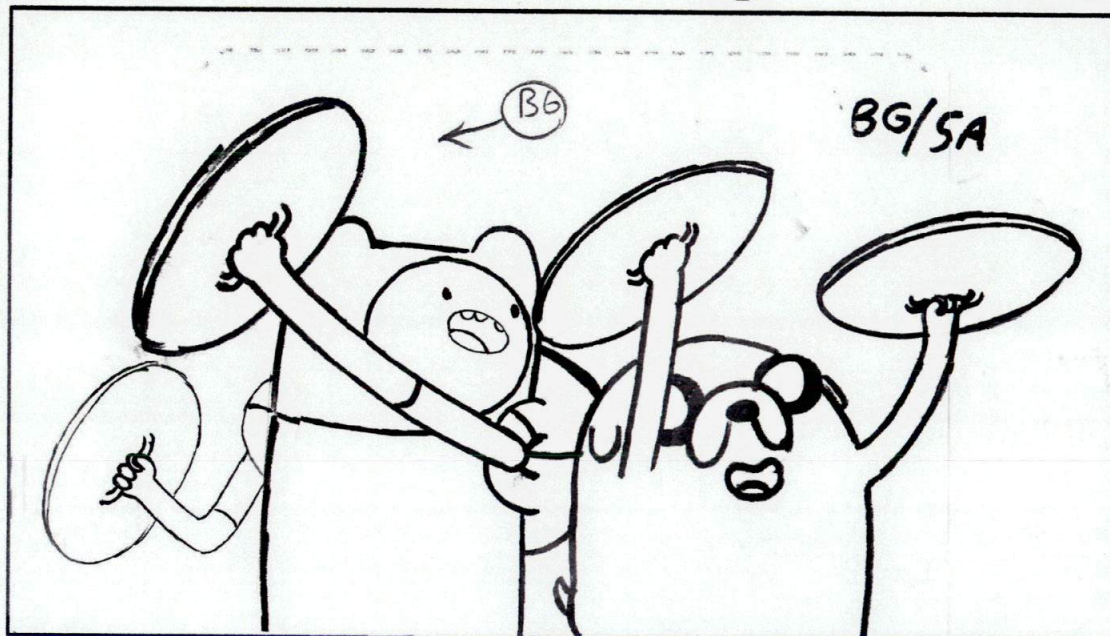
day night

Sc. **16**

Pnl. **D**

Bg.

day night



Dialog:

F: Monsters that get you
by looking at you are
so DOOMB

J: Every body knows all you need
is a mirror.

Action:

- F+J WAVE MIRROR-SHIELDS AROUND.

Timing:

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EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



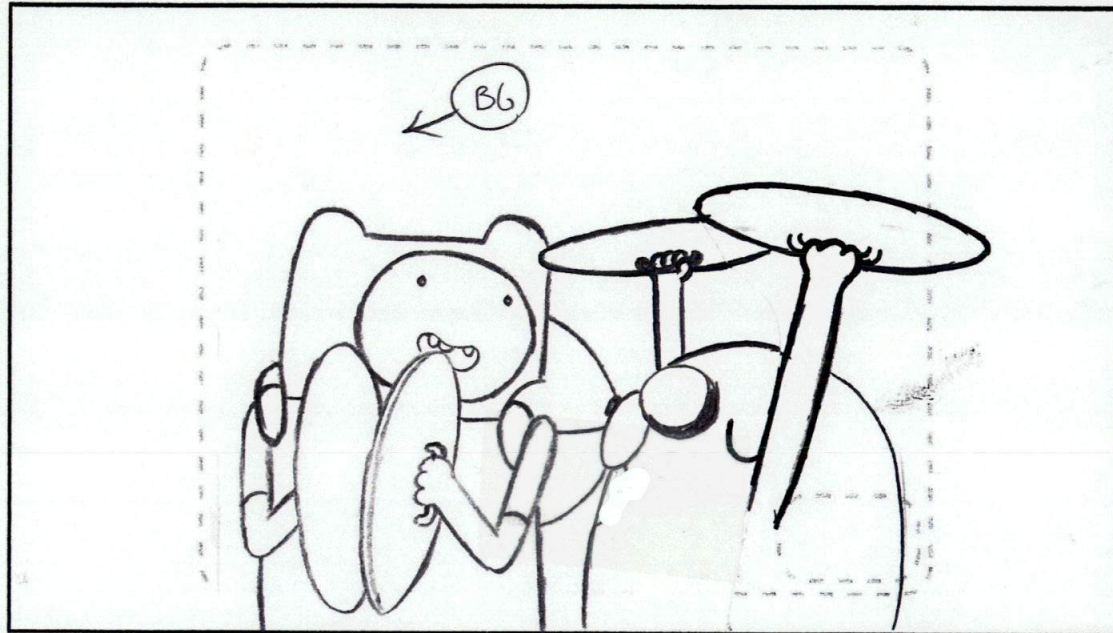
Page 32

Sc. 16

Pnl. E

Bg.

day night

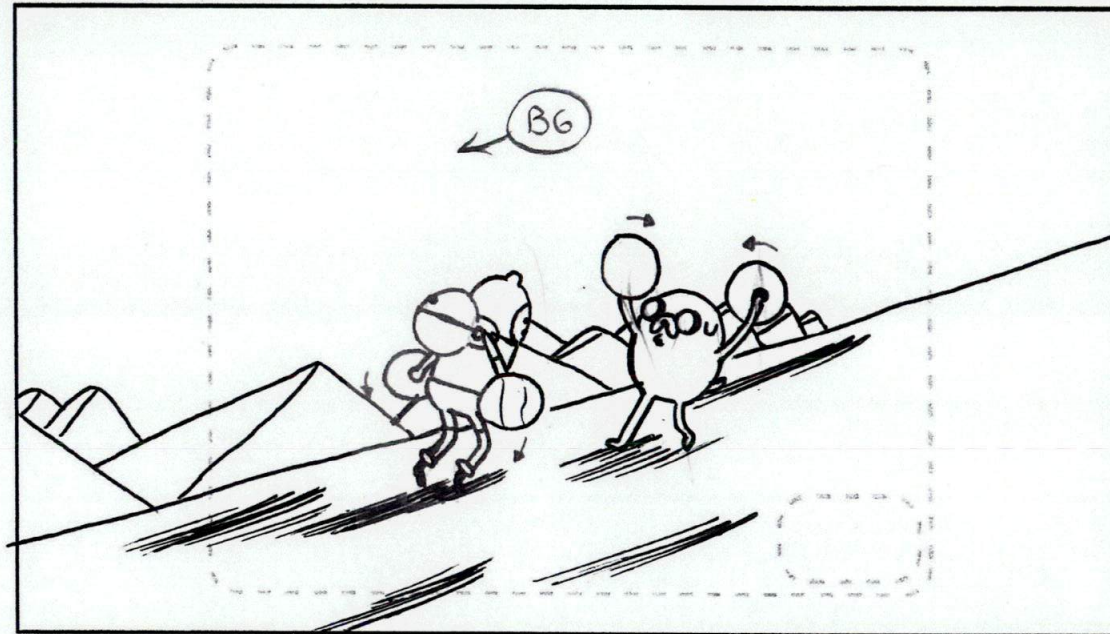


Sc. 17

Pnl. A

Bg.

day night

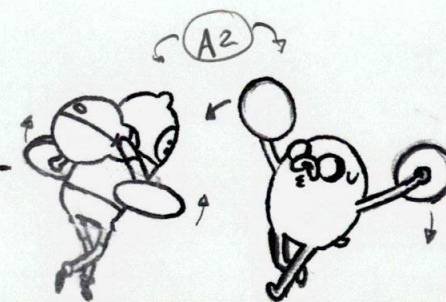
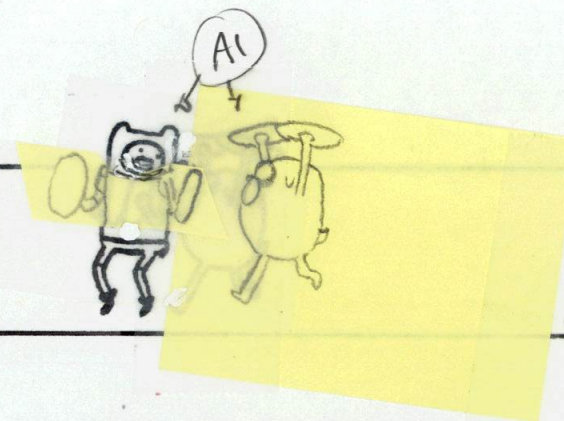


Dialog:

F: They oughtta get
a new
gimmick.

Action:

Timing:



AUG 14 2015

EPISODE # 1034-230

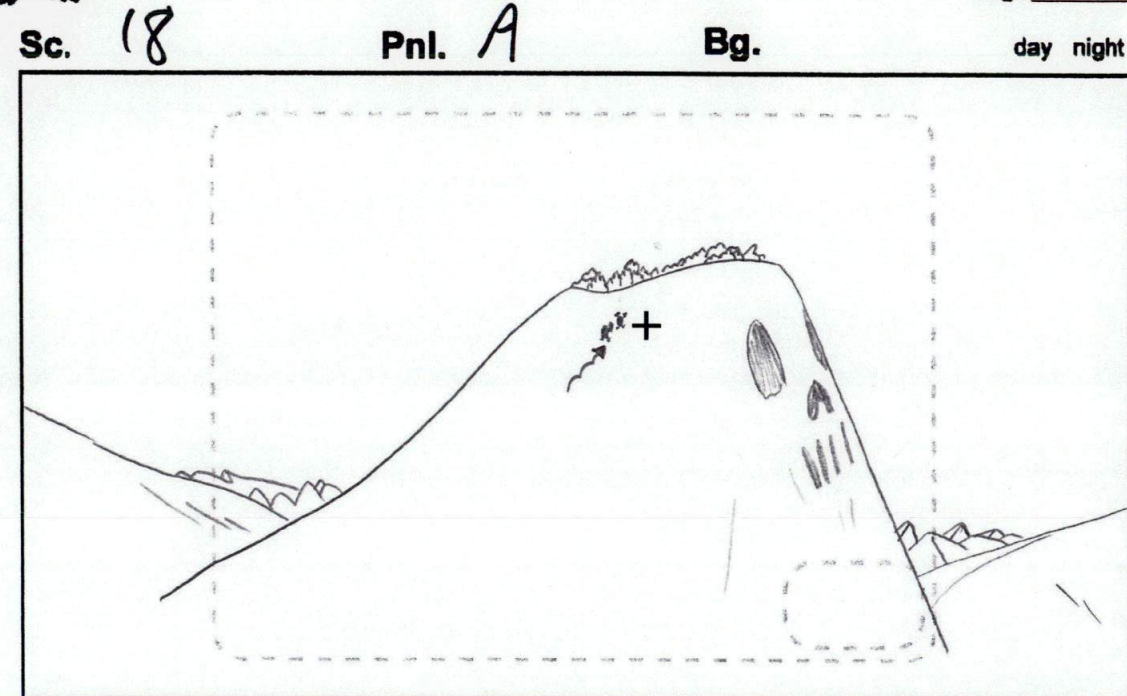
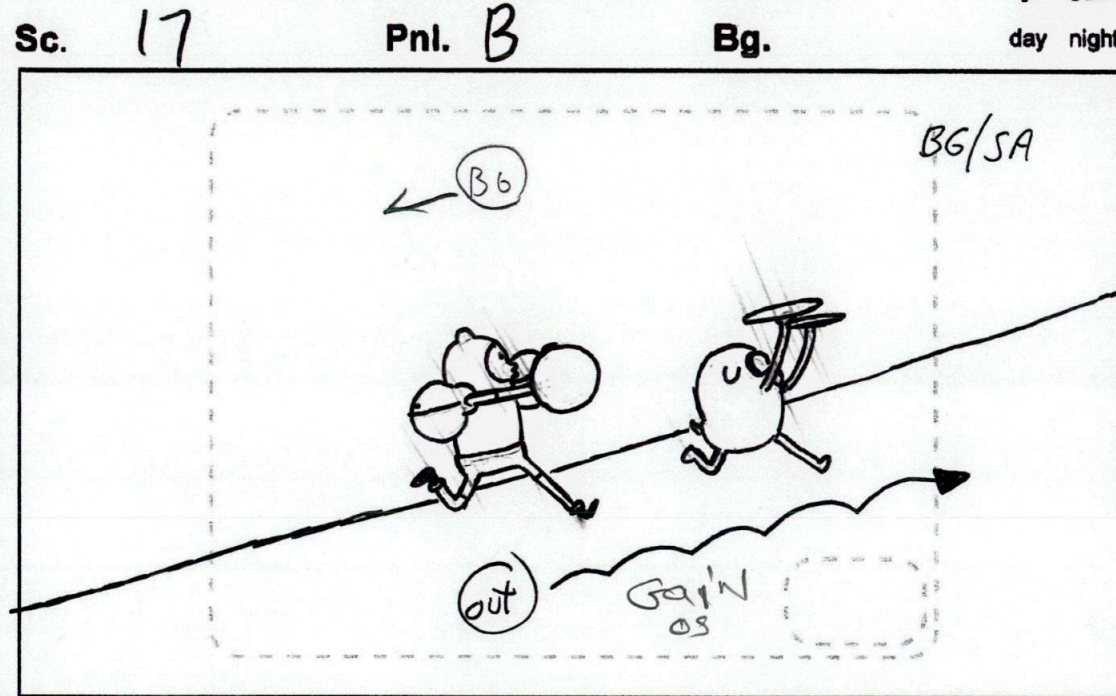
Production :

1034/230

ADVENTURE TIME



Page 33



Dialog: F+J: Sshhh!!

Action: -F+J GAIN OFF/5.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

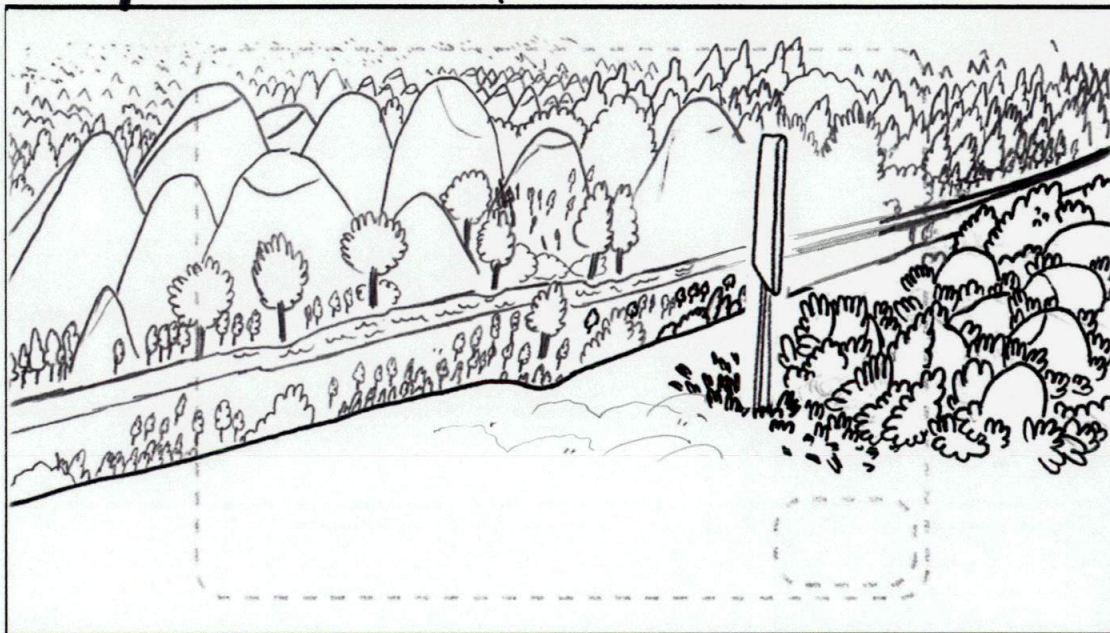
1034/230

ADVENTURE TIME

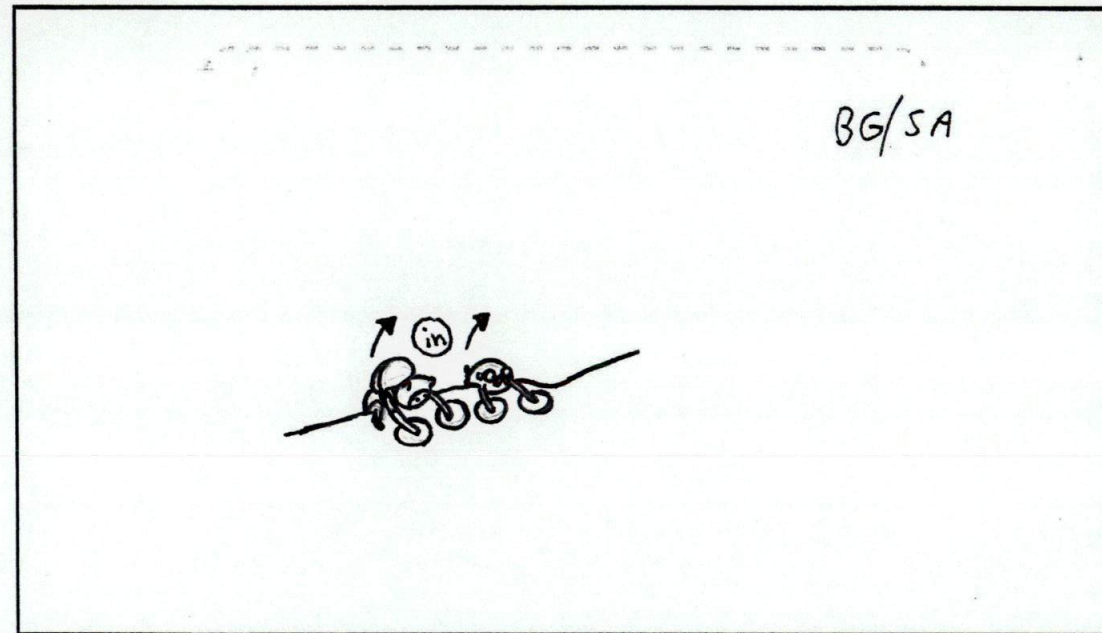


Page 34

Sc. 19 Pnl. A Bg. day night



Sc. 19 Pnl. B Bg. day night



Dialog:

Action:

- F+J CLIMB ONTA TOP
of MOUNTAIN.

Timing:

AUG 14 2015

EPISODE # 1034-230

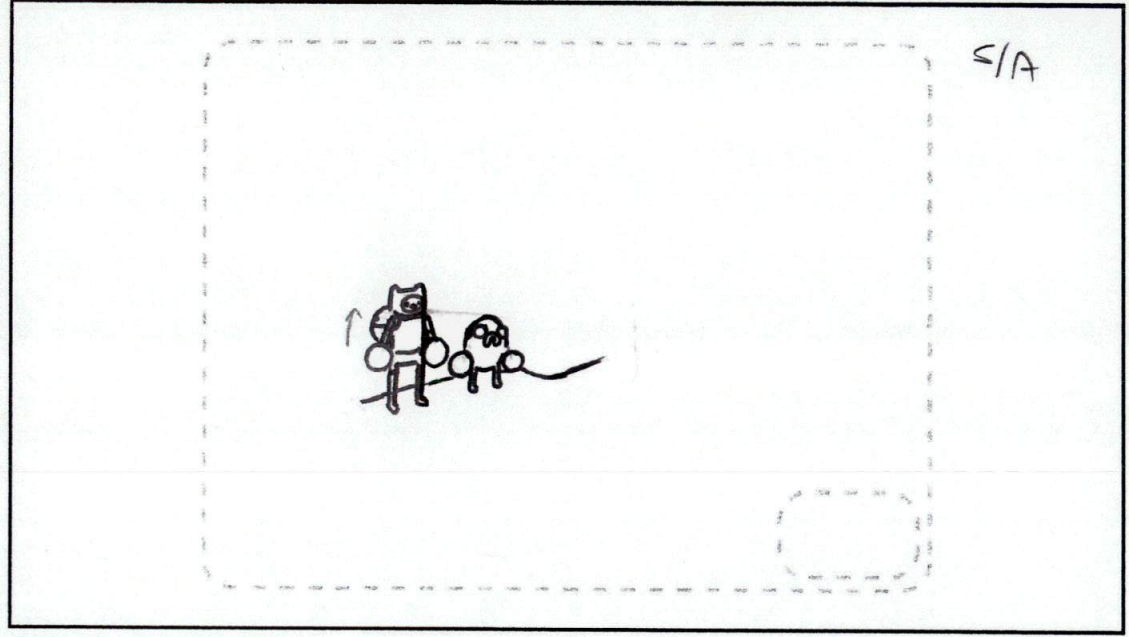
Production :

1034/230

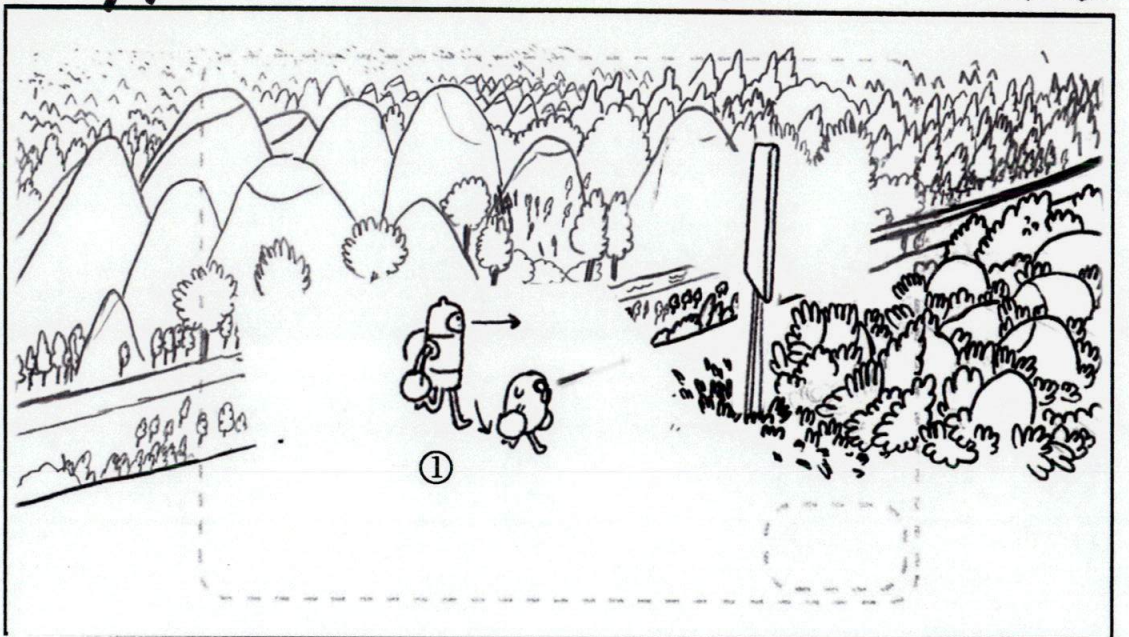
ADVENTURE TIME



Sc. 19 Pnl. C Bg. day night



Sc. 19 Pnl. D Bg. day night



Dialog:

Action:

Timing:

- F+J WALK IN FRONT OF SIGN.

(DI) ②

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Production :

1034/230

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ADVENTURE TIME



Page 36

Sc. 20

Pnl. A

Bg.

day night

B

day night



<p>Dialog:</p>	<p>F/ THERE'S THE EVIL HERMIT'S.... what is that? A hut?</p>
<p>Action:</p>	<p>-F+S LOOK RIGHT -PAN OVER TO HUT</p>
<p>Timing:</p>	<p>(A1)</p> <p>AUG 14 2015</p>

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Production :

1034/230

ADVENTURE TIME

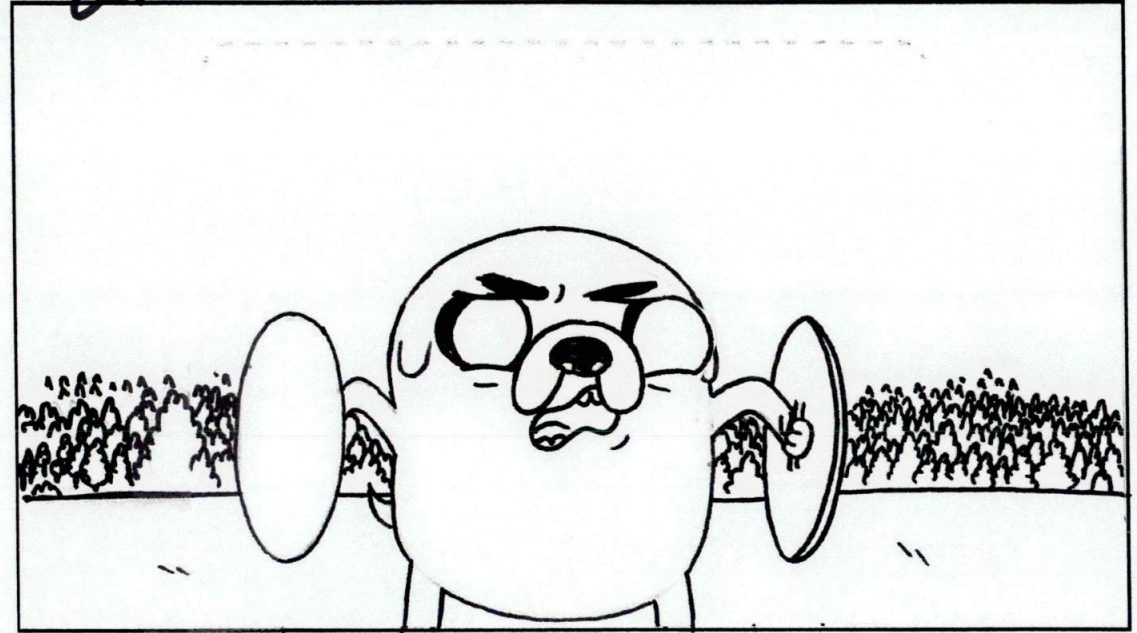


Page 37

Sc. 21 Pnl. A Bg. day night



Sc. 21 Pnl. B Bg. day night



Dialog:	<u>J</u> : Nah, it's a yurt
Action:	
Timing:	

AUG 14 2015

1034/230

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



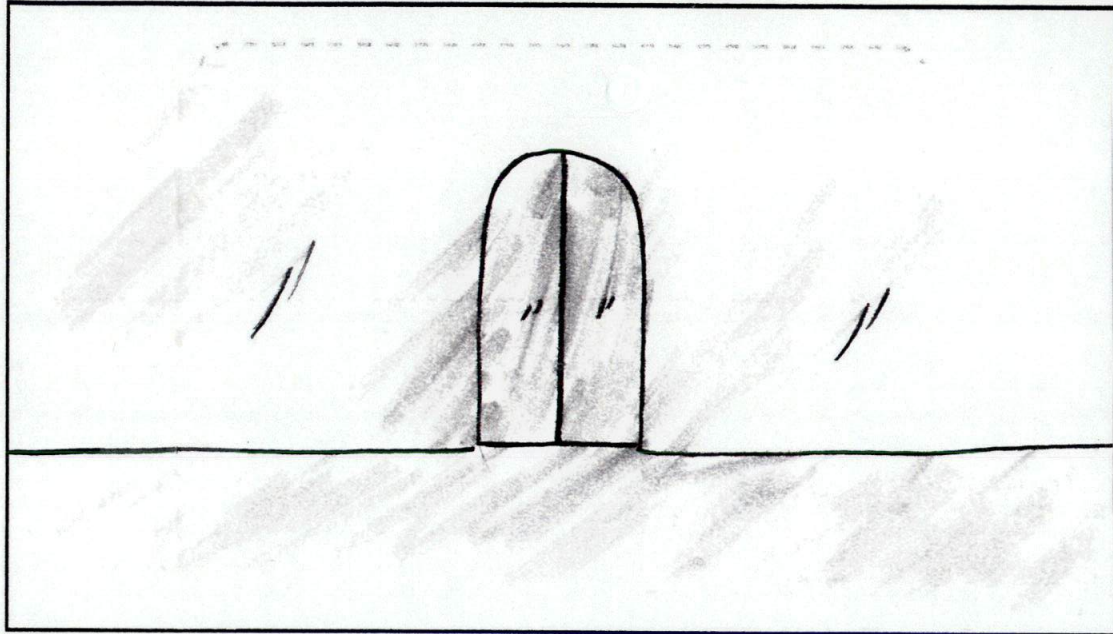
Page 38

Sc. 22

Pnl. A

Bg.

day night

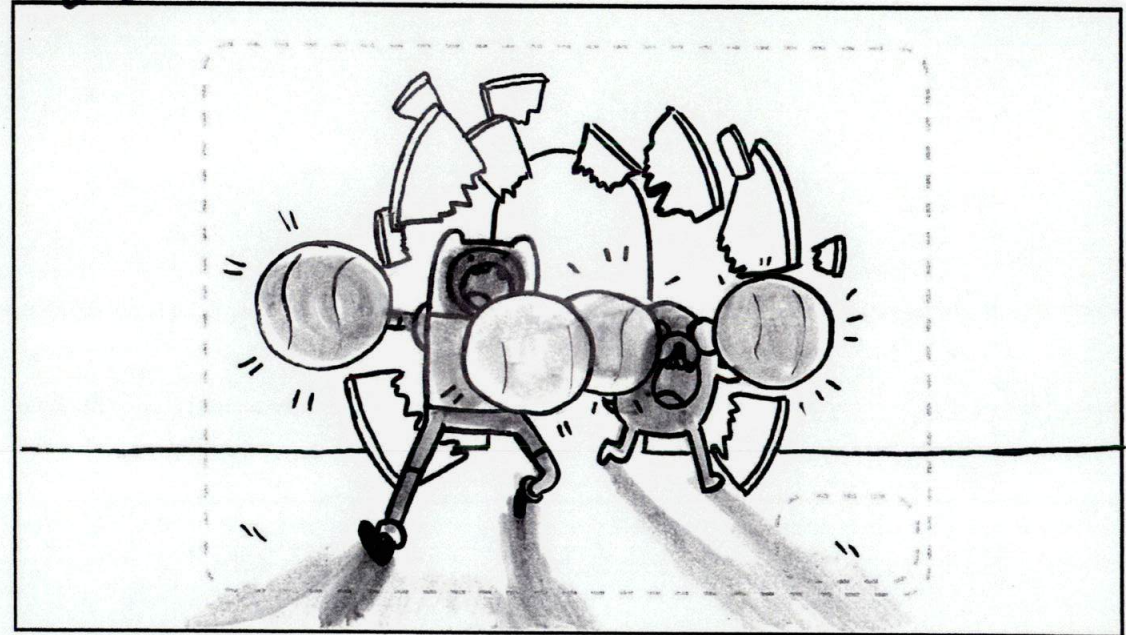


Sc. 22

Pnl. B

Bg.

day night



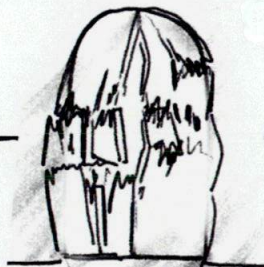
Dialog:

f+J: Yaa-ahh!!

Action:

(A1)

(A2)



- F+J burst in.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

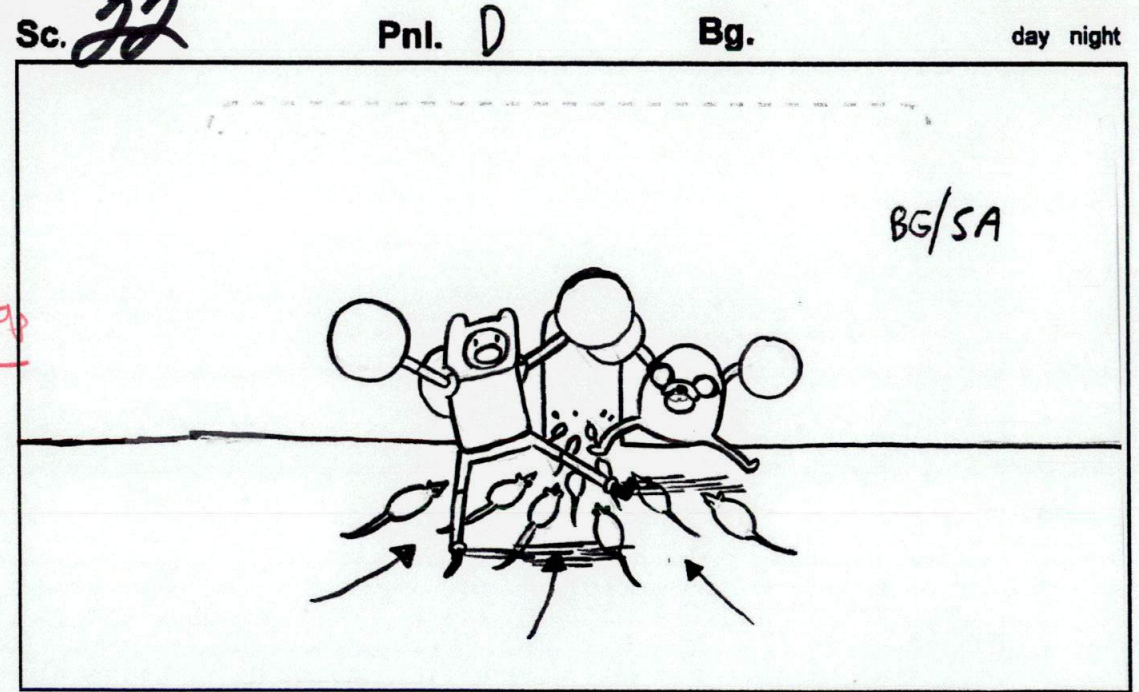
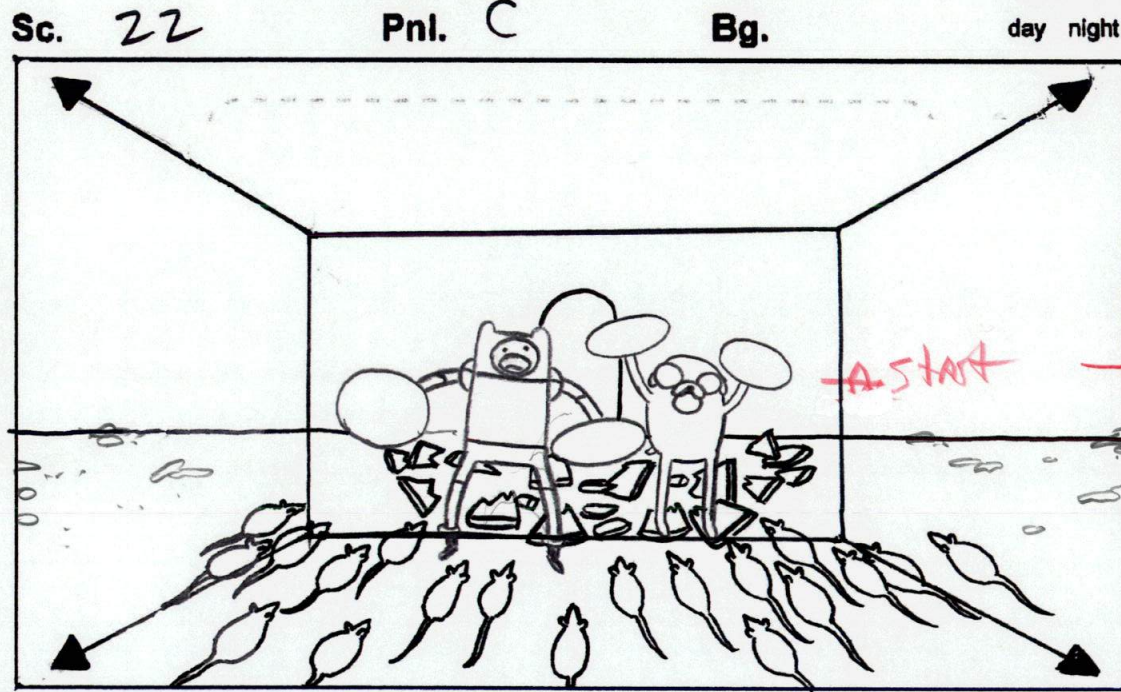
1034, 230

1034/230

ADVENTURE TIME



Page 39



Dialog: F+J: RATS! +truck out

SFX: * RAT NOISES *

F+J: EUGH...

Action: -TRUCK OUT TO INCLUDE RATS. (C2)

-RATS RUN OUT DOOR.

Timing:

(C1)

(D1)

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EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



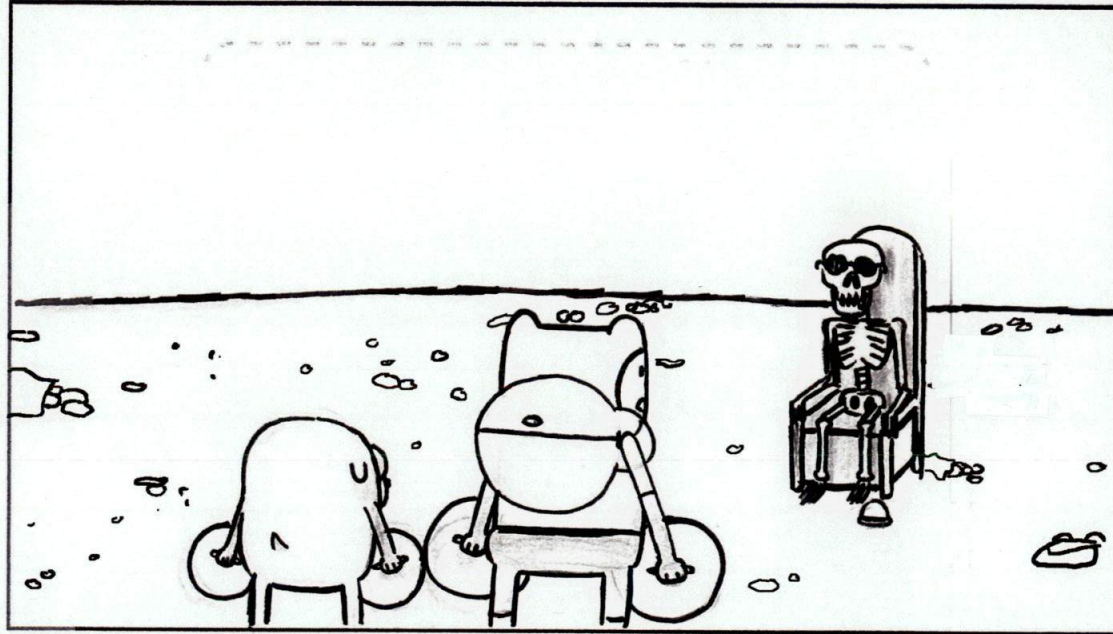
Page 40

Sc. 23

Pnl. A

Bg.

day night

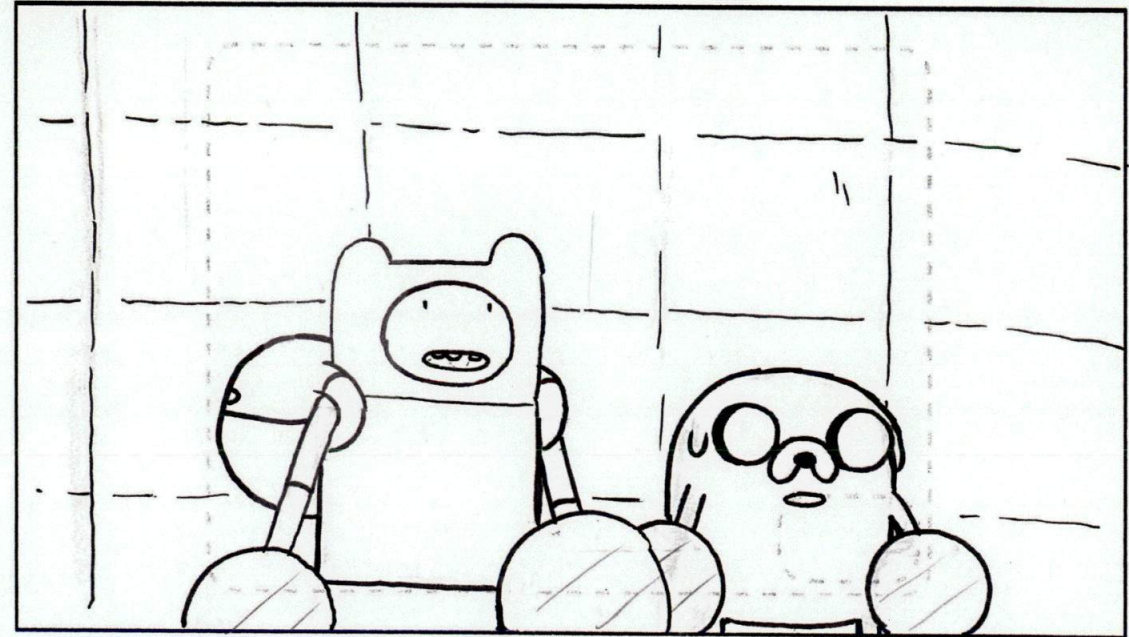


Sc. 24

Pnl. A

Bg.

day night



Dialog:

F: Is that the hermit?

Action:

- F+J LOOK AT SKELETON IN THRONE.

Timing:

AUG 14 2015

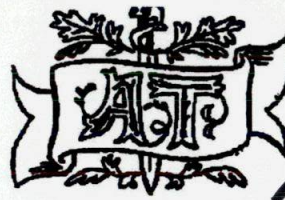
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



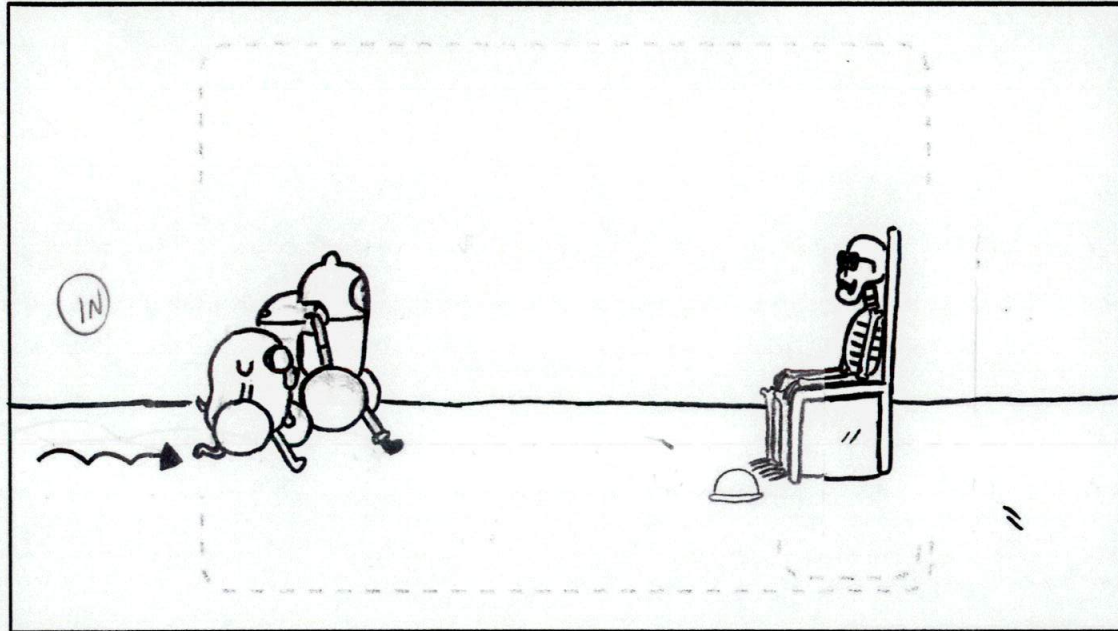
Page 41

Sc. 25

Pnl. A

Bg.

day night

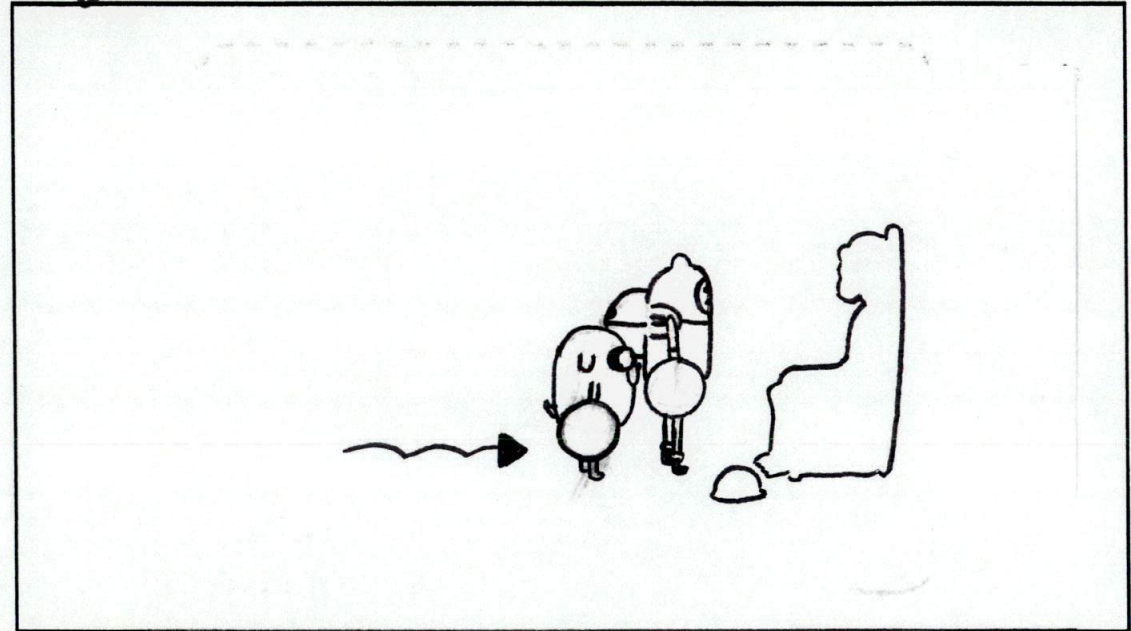


Sc. 25

Pnl. B

Bg.

day night



Dialog:

Action:

- F+J WALK TOWARDS THRONE

Timing:

AUG 14 2015

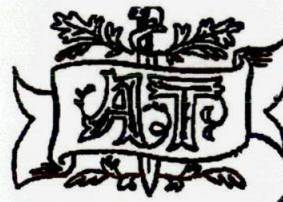
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



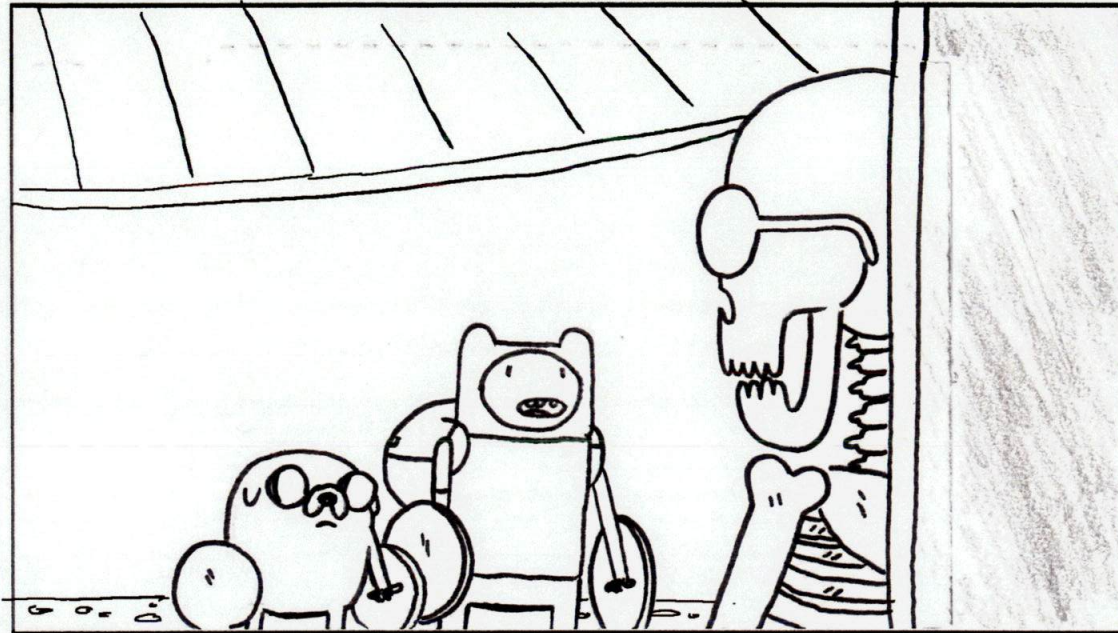
Page 42

Sc. 26

Pnl. A

Bg.

day night

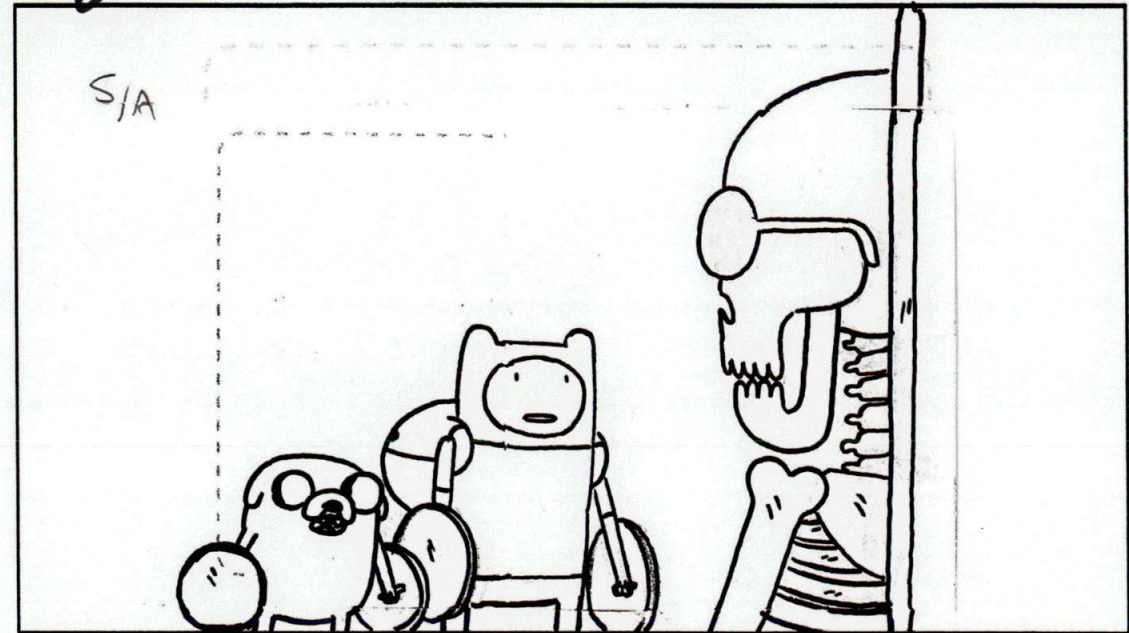


Sc. 26

Pnl. B

Bg.

day night



Dialog:

F: we don't get to fight the hermit.

J: He's so dead.

Action:

Timing:

AUG 14 2015

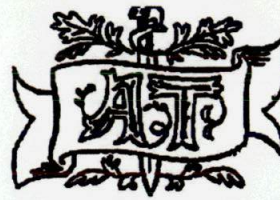
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



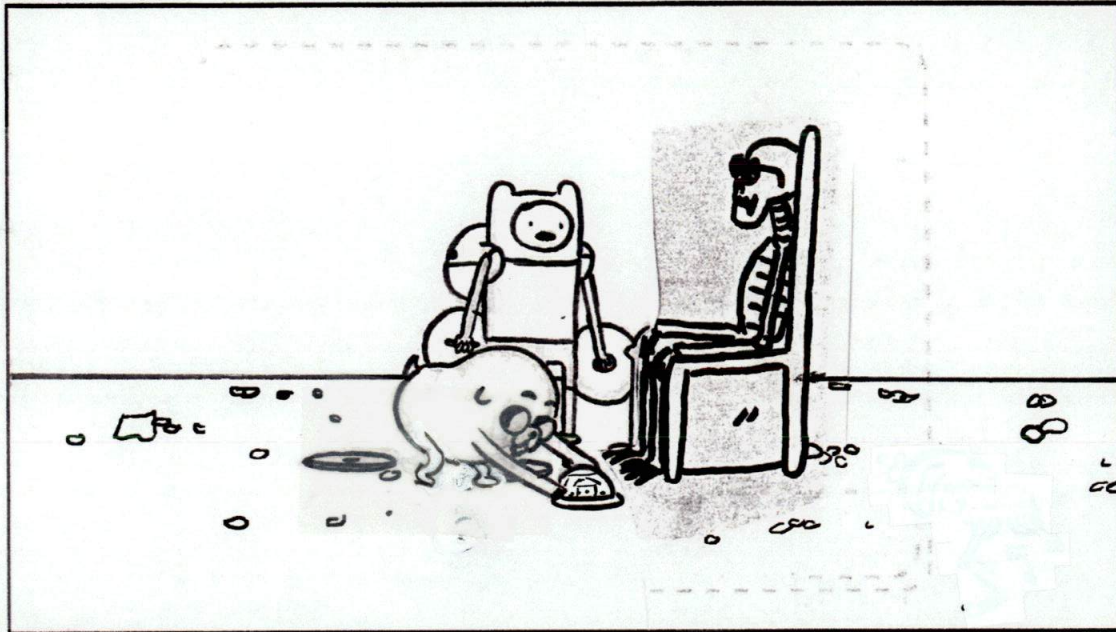
Page 43

Sc. 27

Pnl. A

Bg.

day night

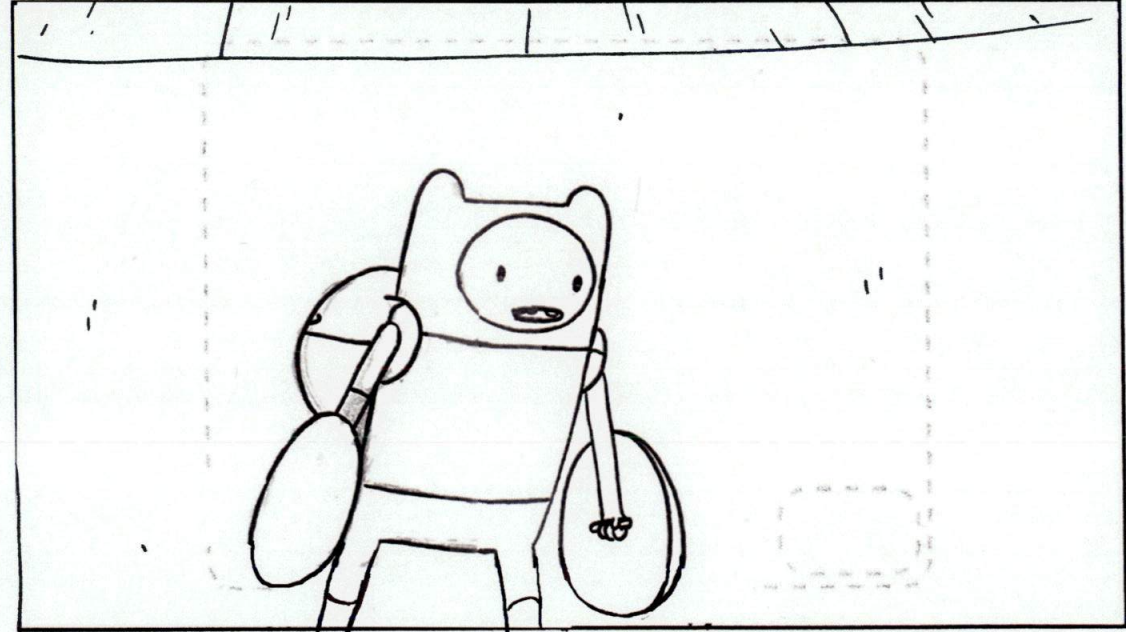


Sc. 28

Pnl. A

Bg.

day night

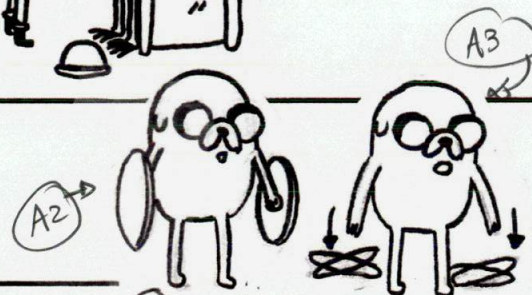
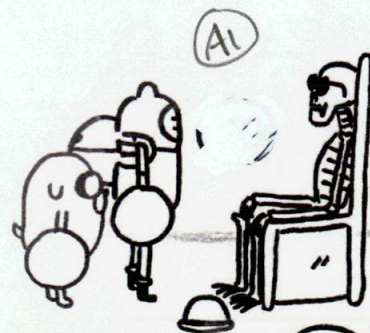


Dialog: J: Hey look

F: WHATS IT,

Action: -J. SEES SNOWGLOBE,
DROPS SHIELDS AND
STOOPS

Timing:



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EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



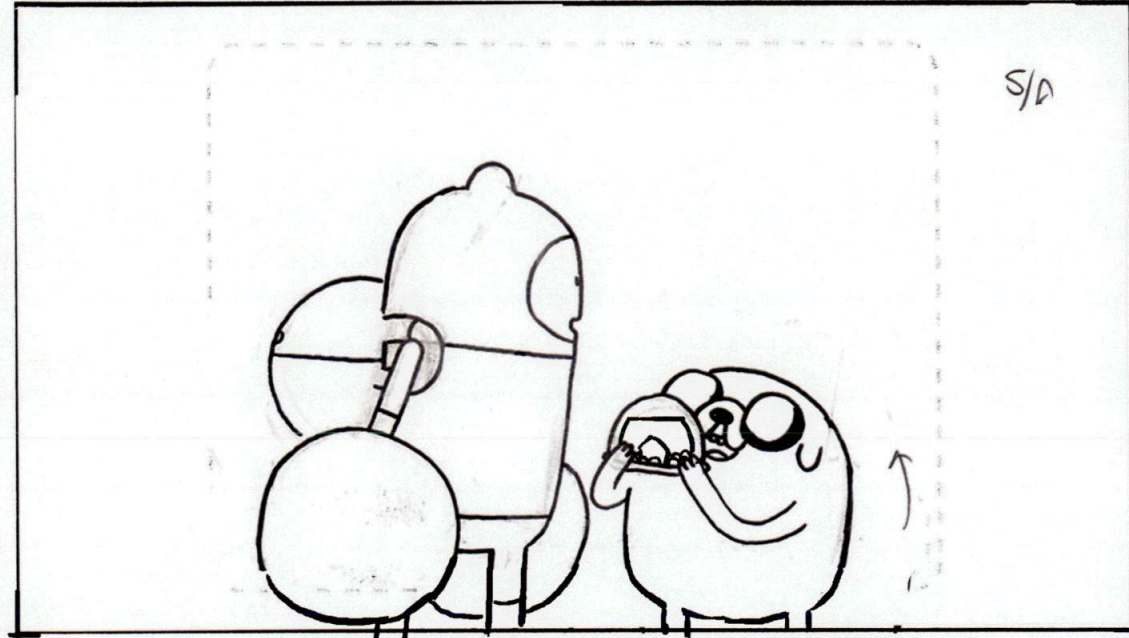
Page 44

Sc. 28

Pnl. B

Bg.

day night

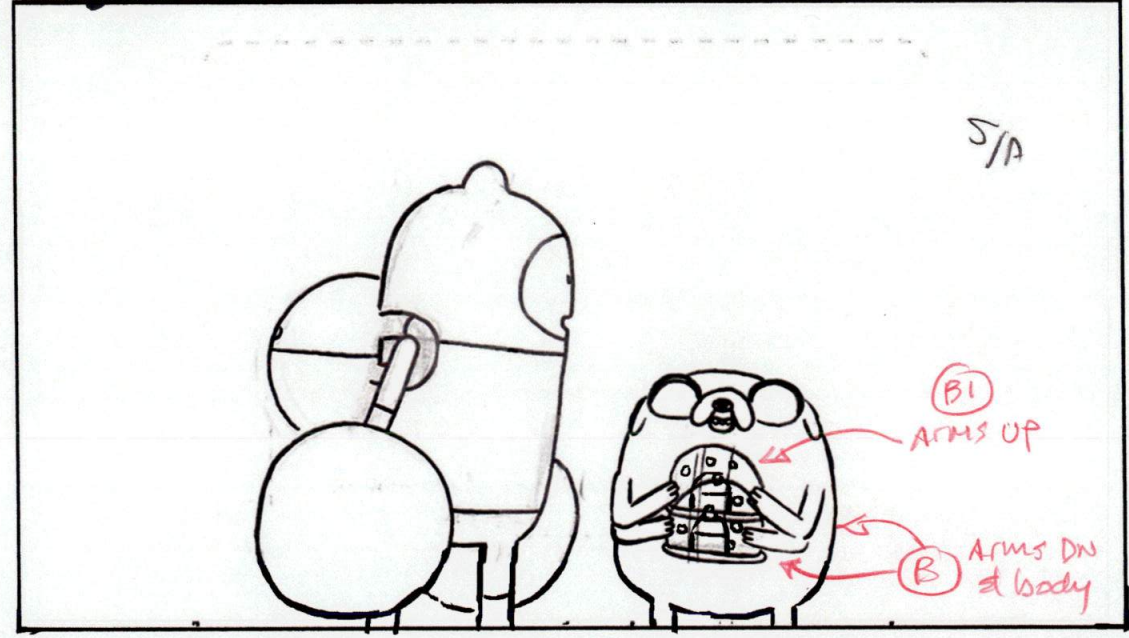


Sc. 28

Pnl. C

Bg.

day night



Dialog:

J: The treasure. OKAY,
HERE GOES...

J:

"Oh, great treasure. Make my taste buds,
think they're tasting fried chicken
even when I eat my fruits and vegetables."

Action:

- J. RISES ON/S.

- J. SHAKES SNOW GLOBE

Timing:

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Production :

1034/230

1034/230

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ADVENTURE TIME



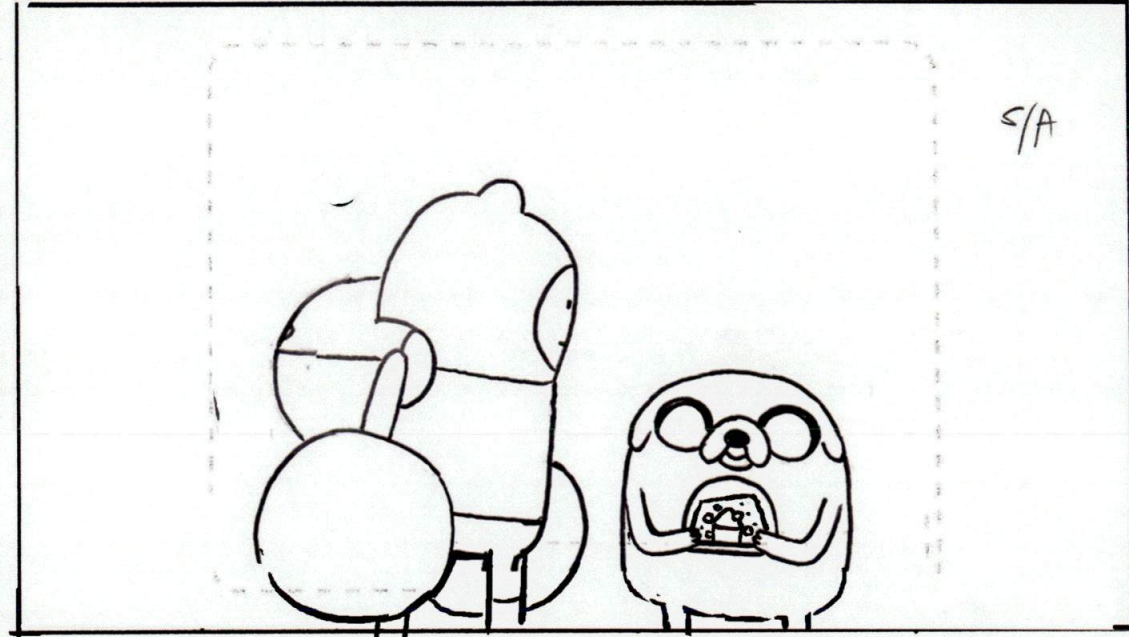
Page 45

Sc. 28

Pnl. D

Bg.

day night

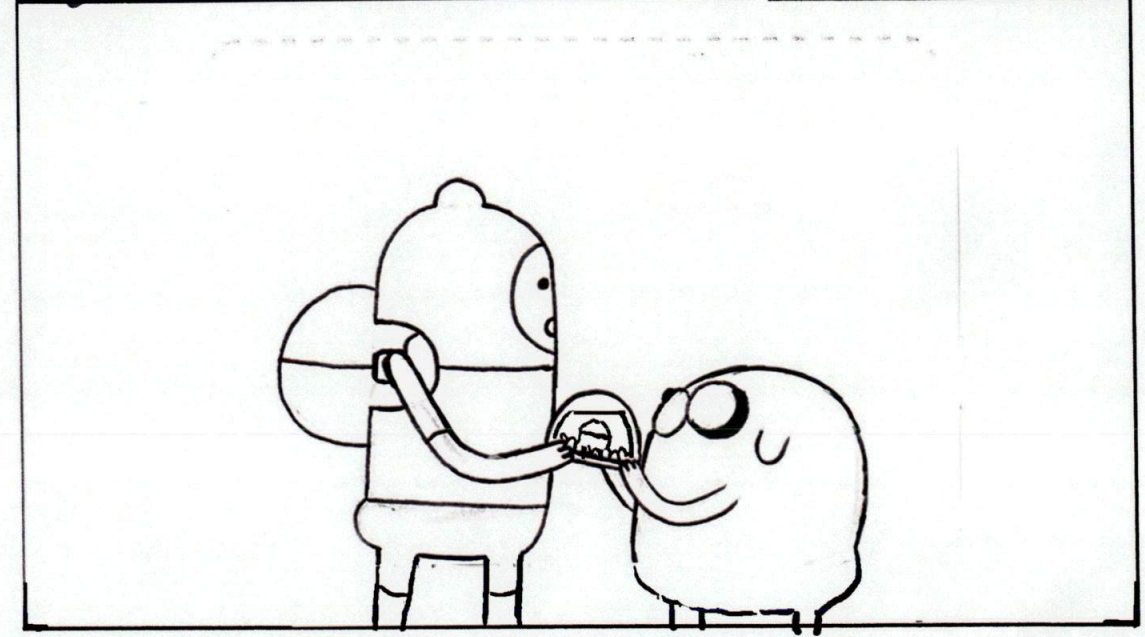


Sc. 28

Pnl. E

Bg.

day night



Dialog:

J: I don't have any fruits or vegetables on me.
I guess I'll find out later.

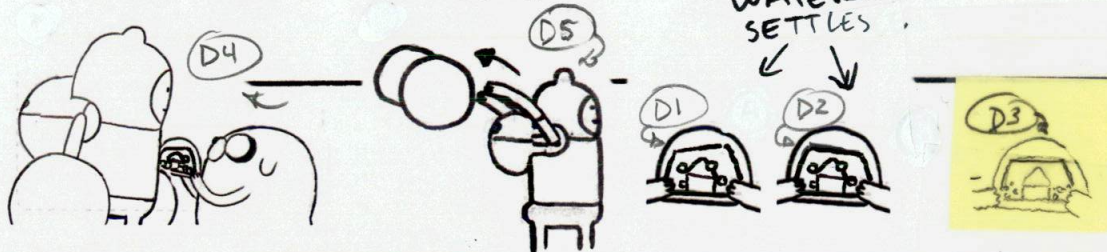
① YOUR TURN.

Action:

- Finn toss shields.

CYCLE:
WATER & SNOWFLAKES
SETTLES

Timing:



AUG 14 2015

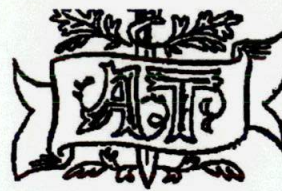
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



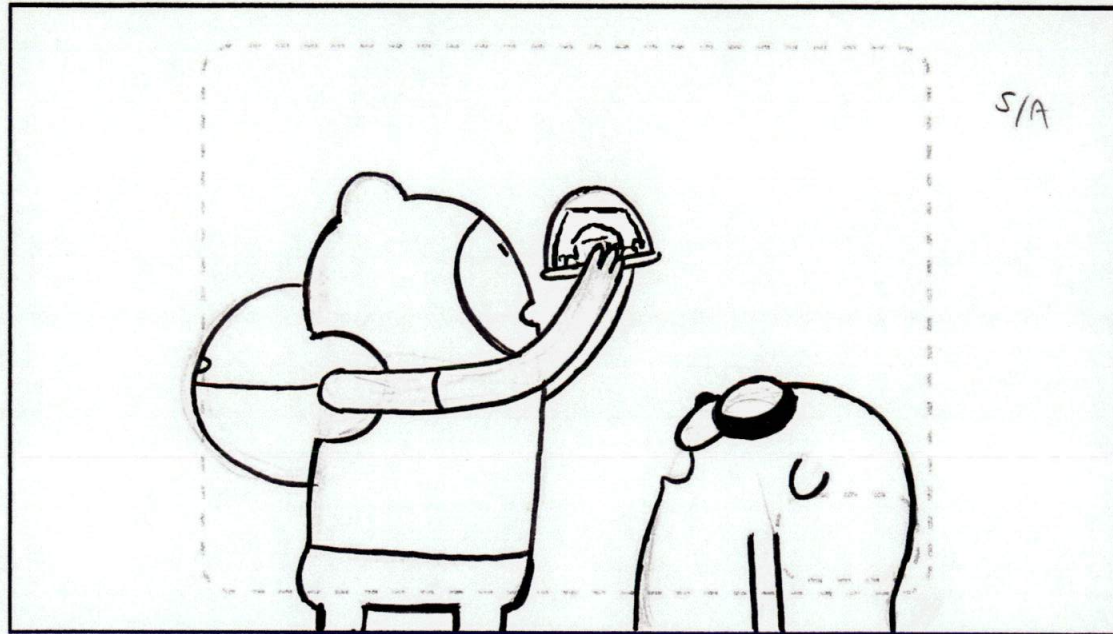
Page 46

Sc. 28

Pnl. F

Bg.

day night

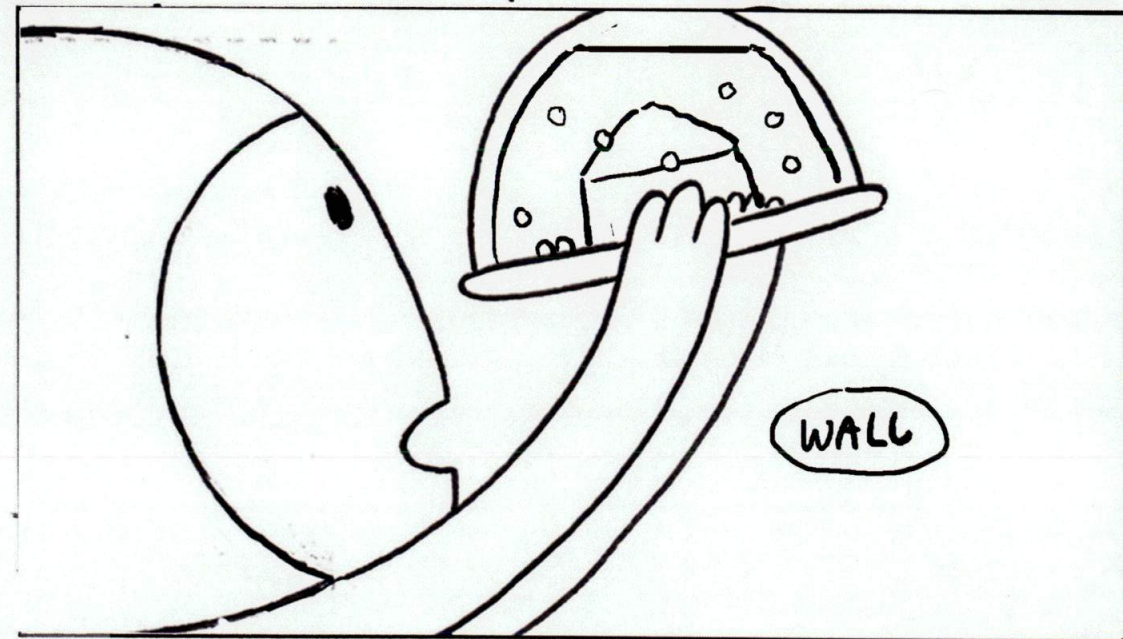


Sc. 29

Pnl. A

Bg.

day night



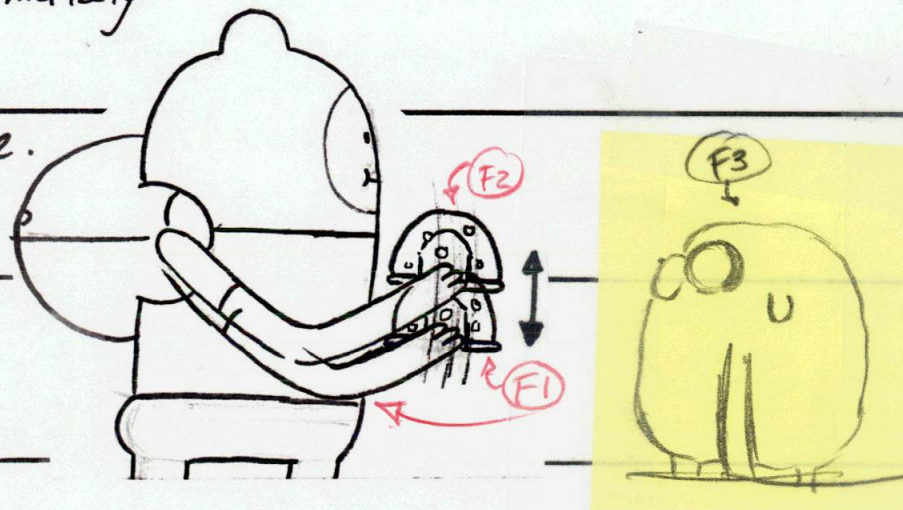
Dialog:

F: Oh great treasure,
I want to be approximately
11.5 inches taller...

Action:

-F. Talks at snow globe.
Finn shakes globe.

Timing:



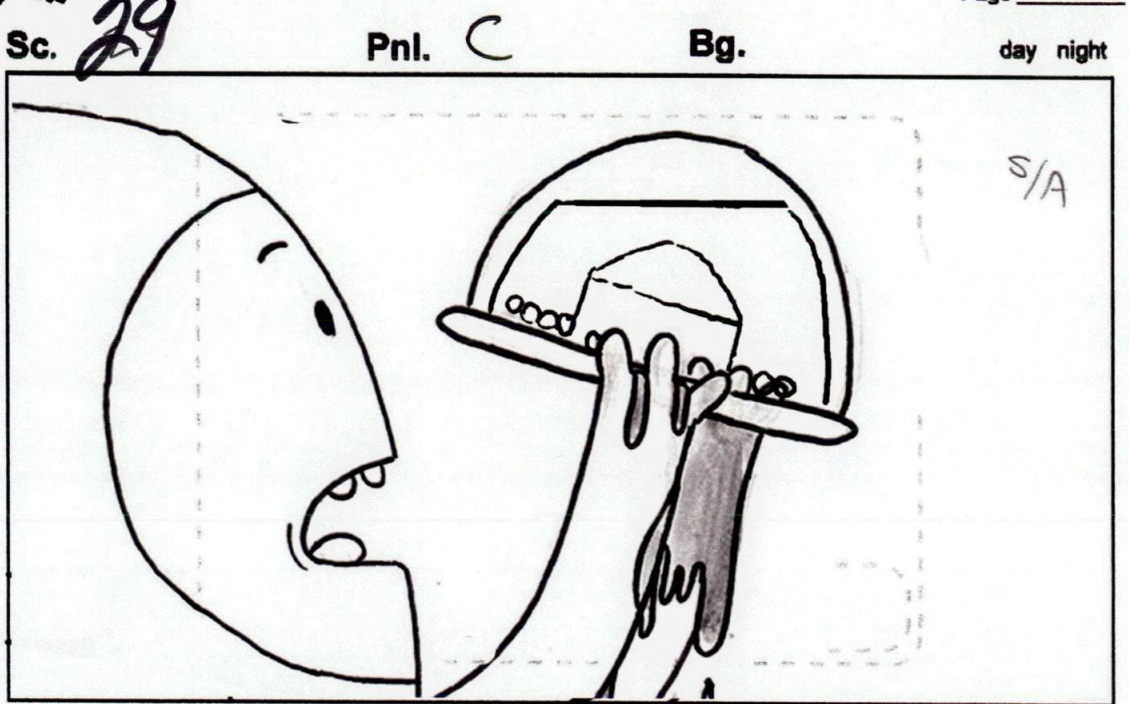
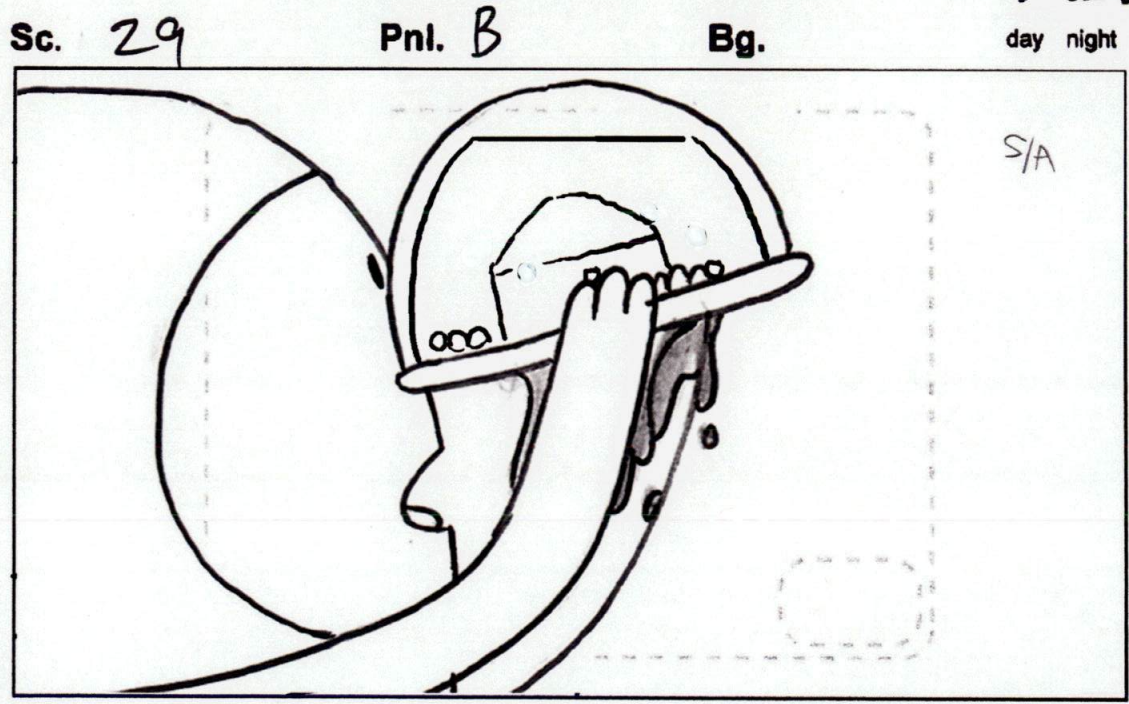
AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



Dialog:

Action: - SLUDGE OOZES OUT OF SNOW GLOBE.

Timing:

F: Gross it's leaking!

AUG 14 2015

1034, 230

EPISODE # 1034-230

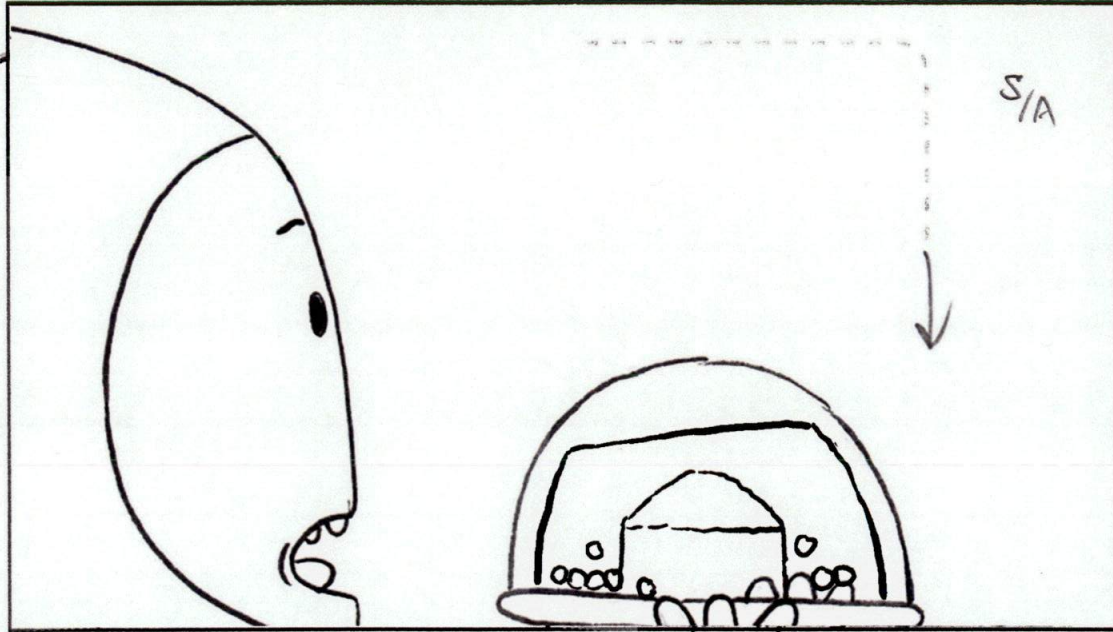
Production :

ADVENTURE TIME

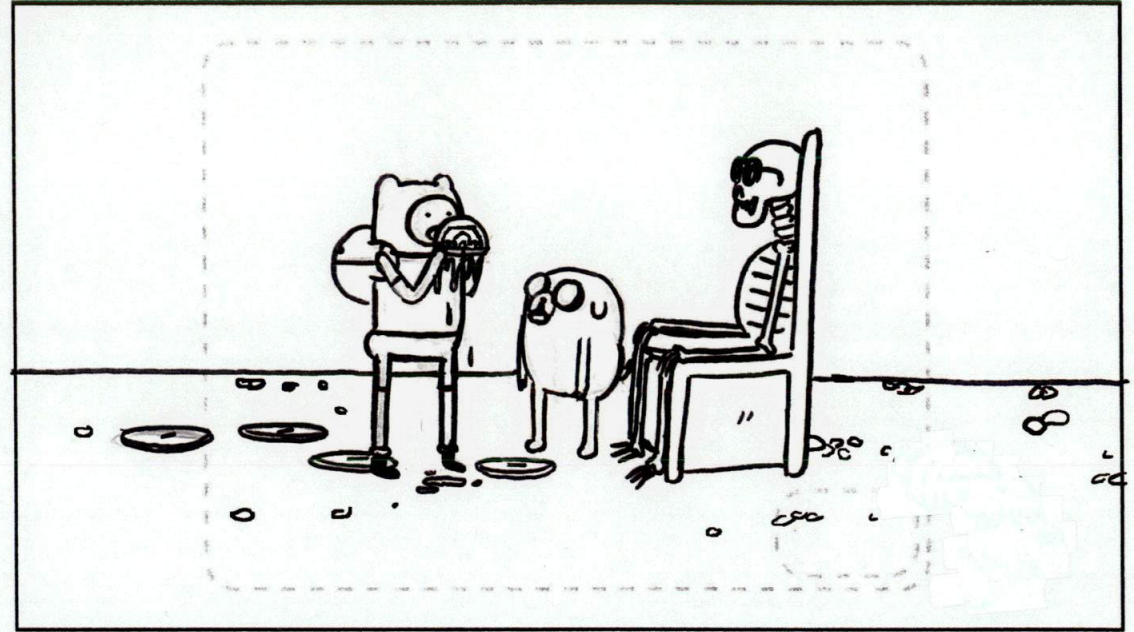


Page 48

Sc. 29 Pnl. D Bg. day night



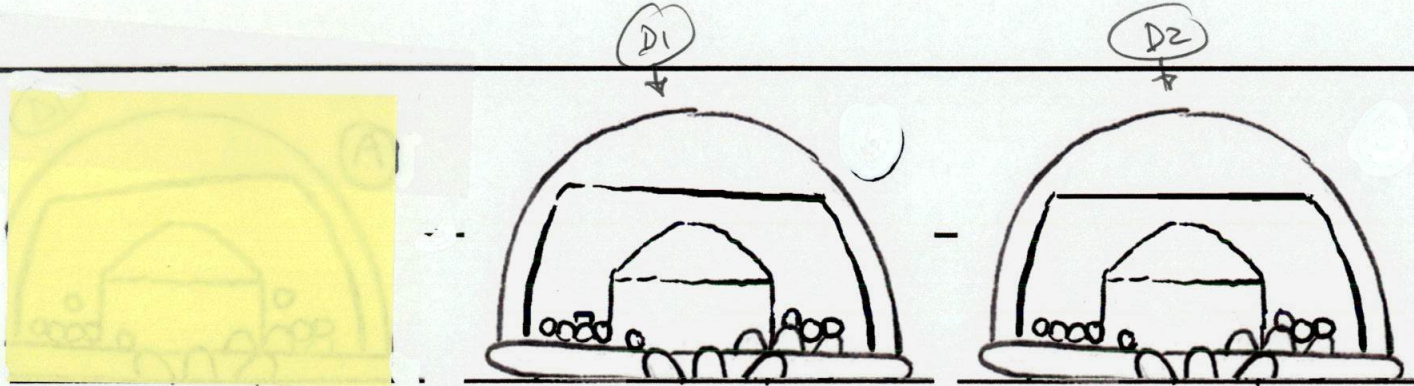
Sc. 30 Pnl. A Bg. day night



Dialog:

Action:

Timing:



AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

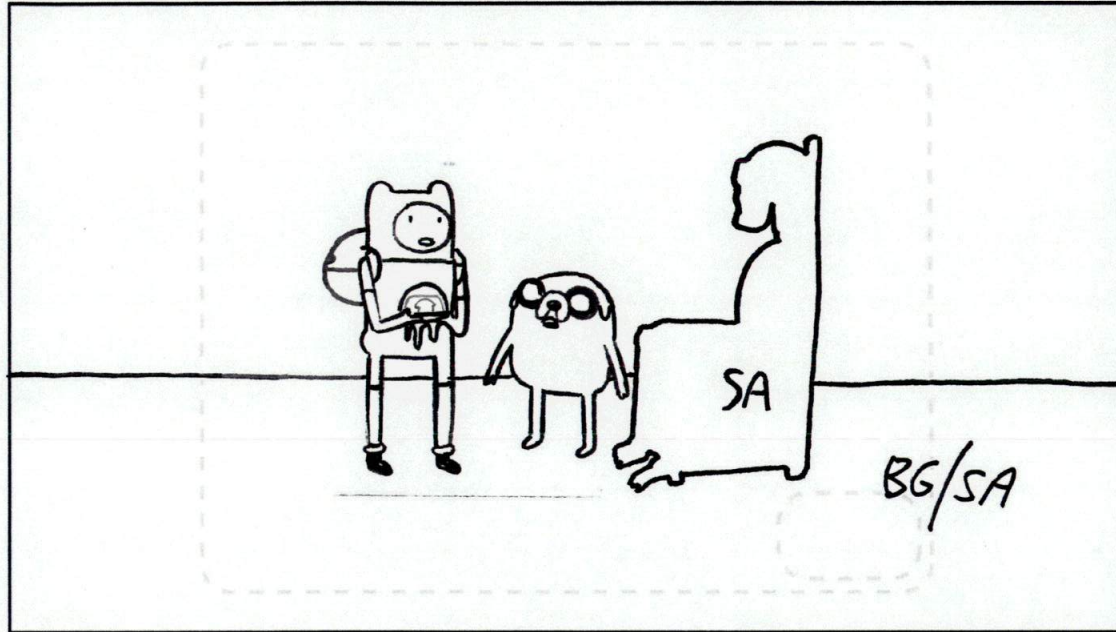
1034/230

ADVENTURE TIME

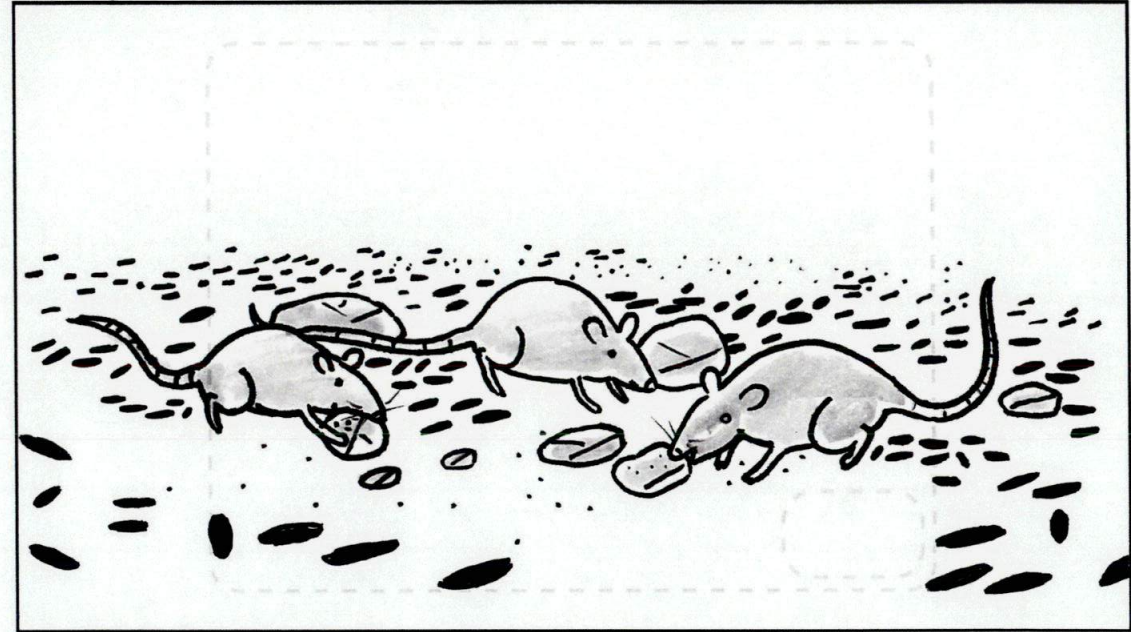


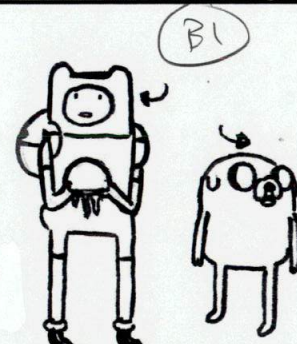
Page 49

Sc. 30 Pnl. B Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:			<p>SFX: * NIBBLING *</p>
Action:	- F+J stand around	- F+J WATCH RATS.	
Timing:	AUG 14 2015		

EPISODE # 1034-230

Production :

1034, 230

ADVENTURE TIME



Page 50

Sc. 32

Pnl. A

Bg.

day night



Sc. 33

Pnl. A

Bg.

day night



Dialog:

Action: -CU pizza boxes.

-CU ice wrappers and sticks.
cream

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

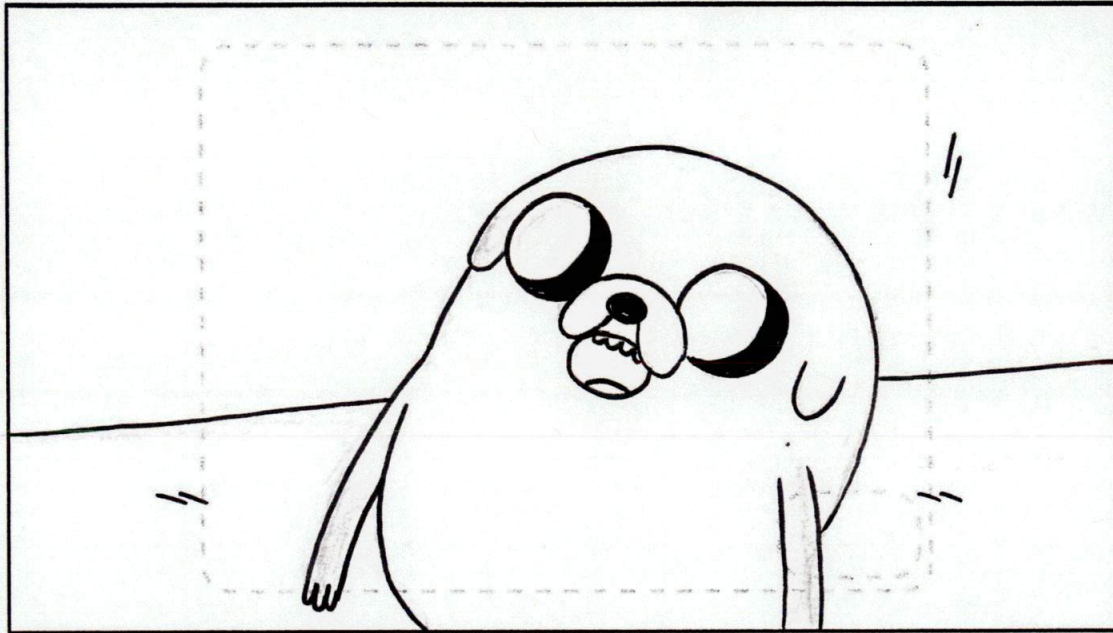
1034/230

ADVENTURE TIME

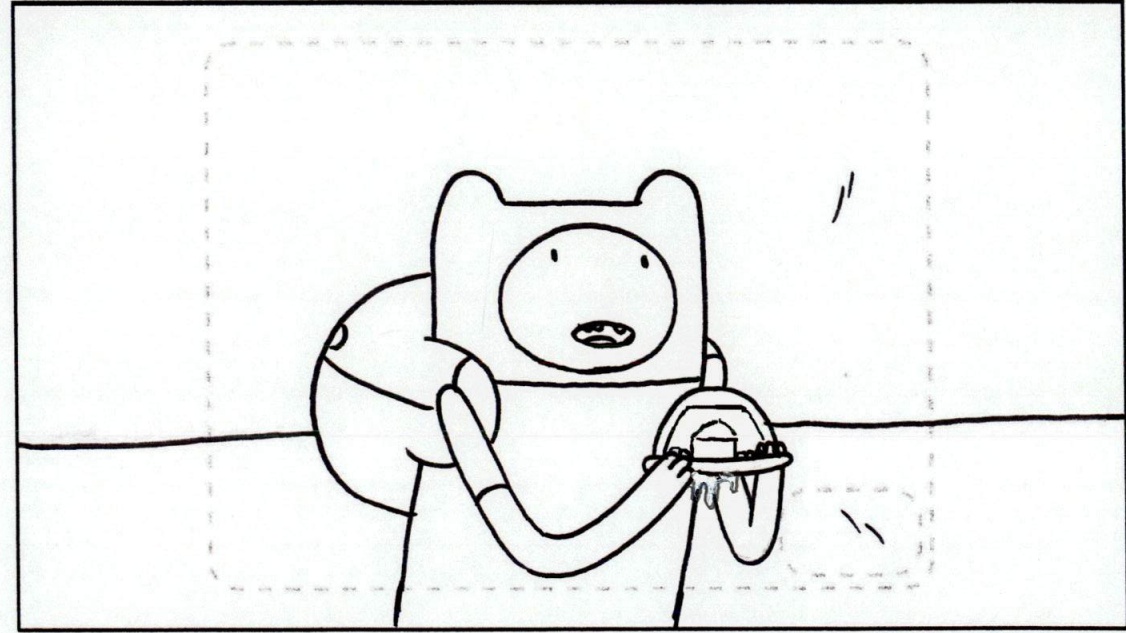


Page 51

Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog: J: This place is depressing. F: and I'm not growing TALLER...

Action:

Timing:

AUG 14 2015

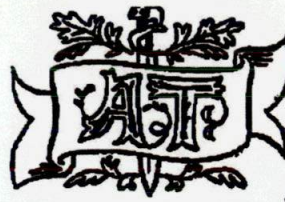
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



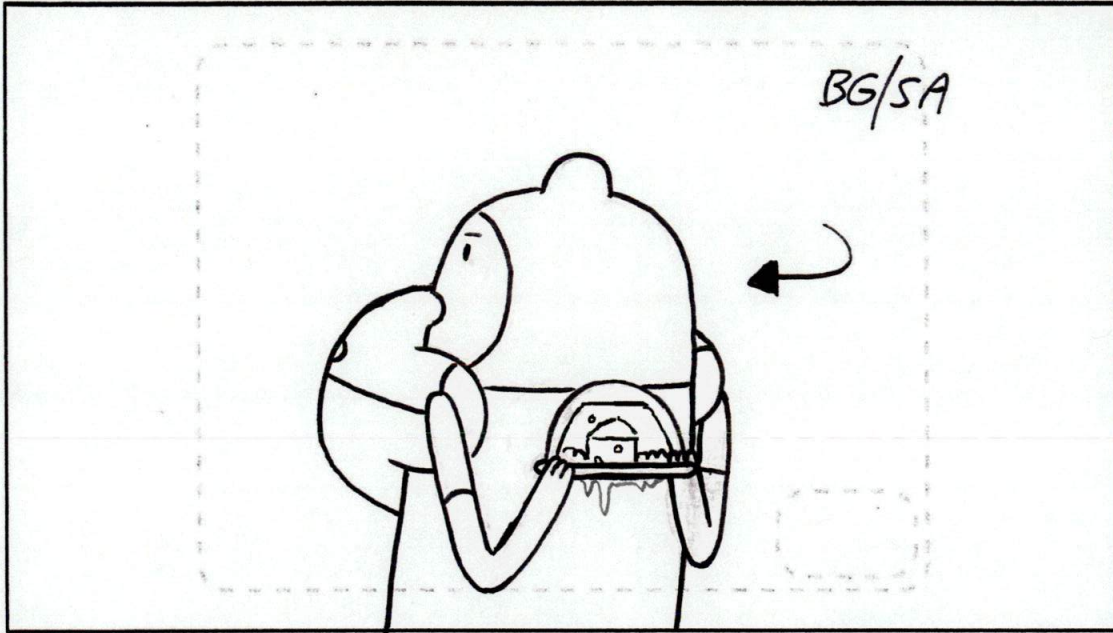
Page 52

Sc. 35

Pnl. B

Bg.

day night

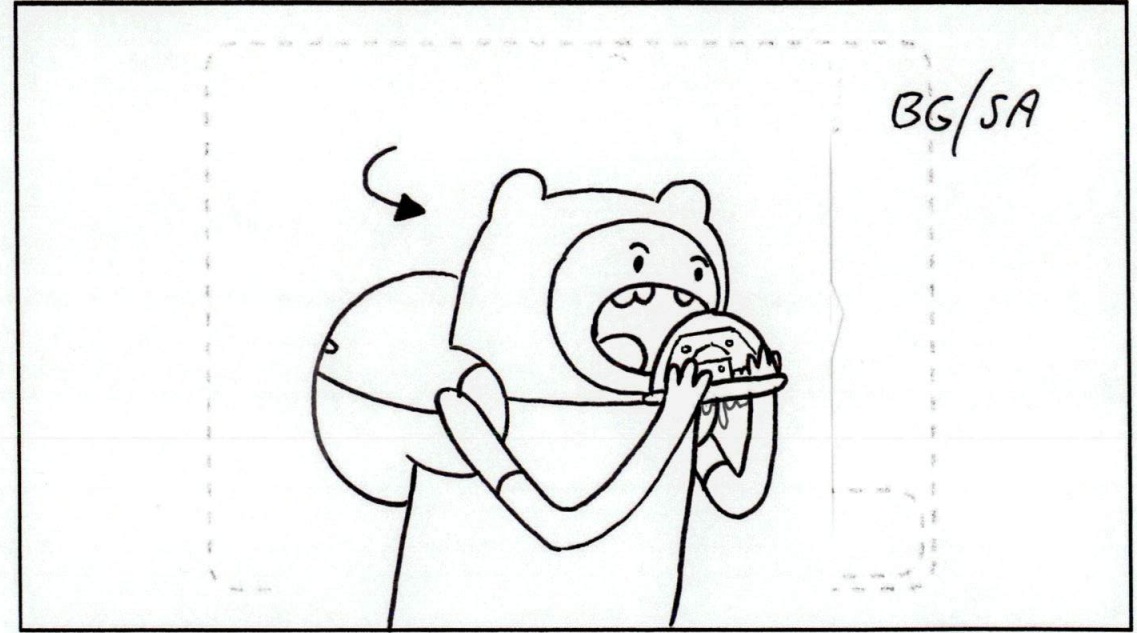


Sc. 35

Pnl. C

Bg.

day night



Dialog:

F: There's nothing going on here! --

F: ON TOP OF DEAD MOUNTAIN!!

Action:

-F. YELLS INTO SNOW GLOBE

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME

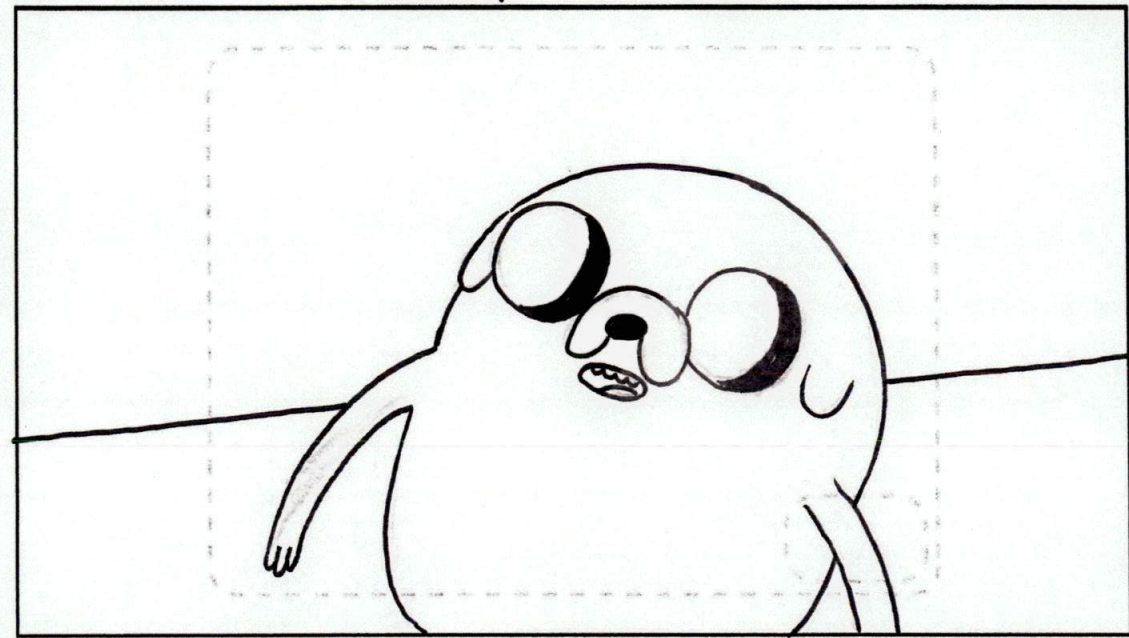


Sc. 36

Pnl. A

Bg.

day night



Sc. 37

Pnl. A

Bg.

day night



Dialog:	<u>J</u> : We should have known better than to trust a book.
Action:	
Timing:	

AUG 14 2015

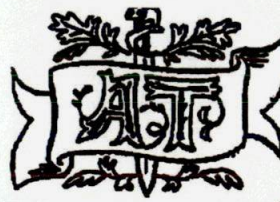
1034/230

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



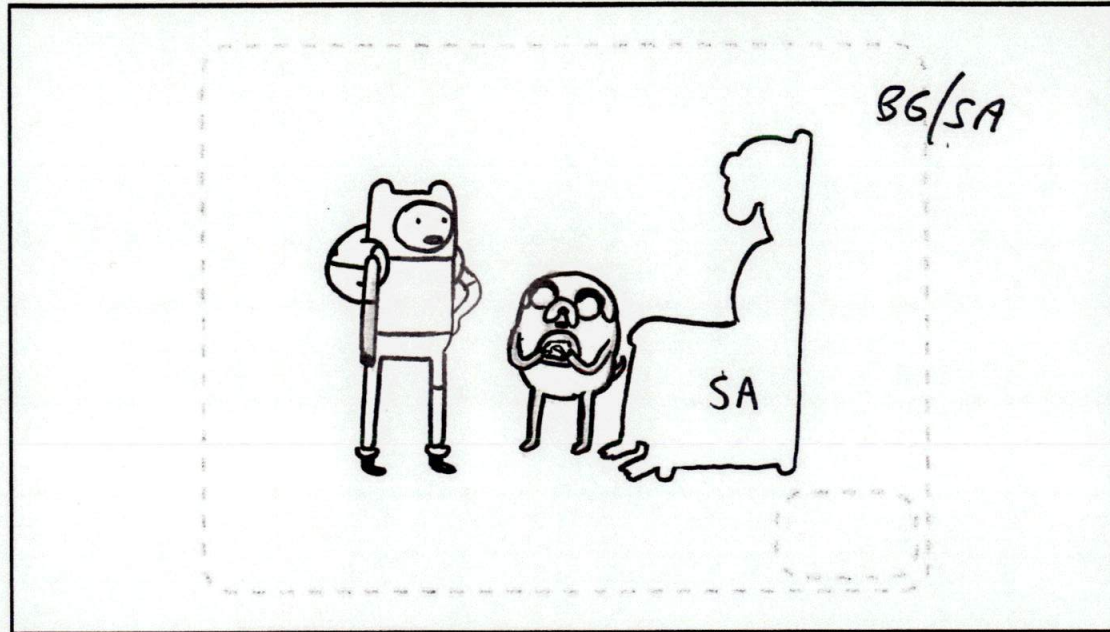
Page 54

Sc. 37

Pnl. B

Bg.

day night

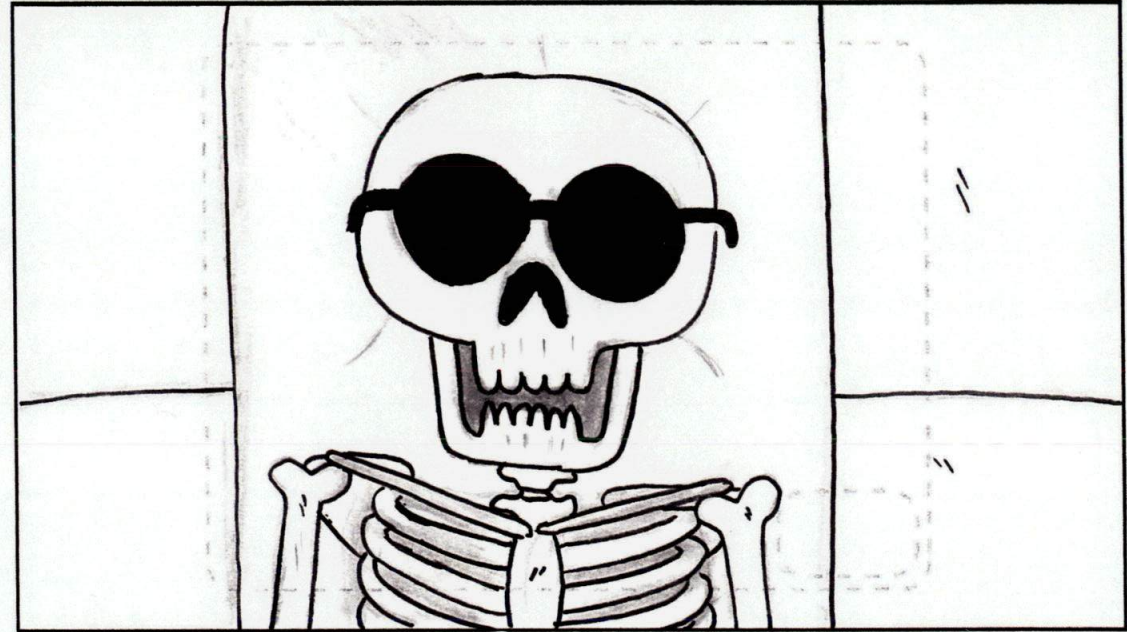


Sc. 38

Pnl. A

Bg.

day night



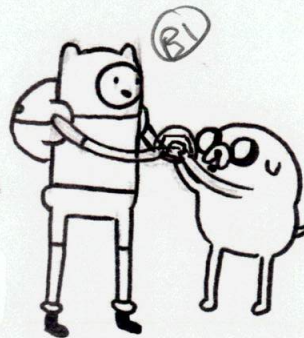
Dialog:

F: Yeah...

F: ^(w) He makes one cool skeleton though.

Action:

- F. HANDS SNOW GLOBE TO JAKE.



Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



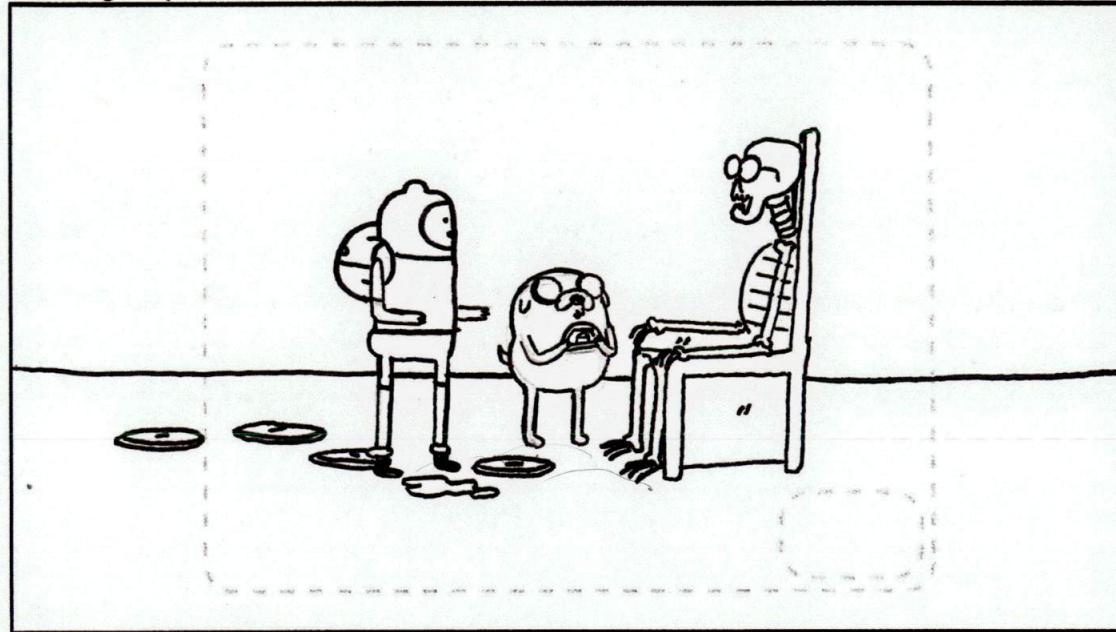
Page 55

Sc. 39

Pnl. A

Bg.

day night



Sc. 39

Pnl. B

Bg.

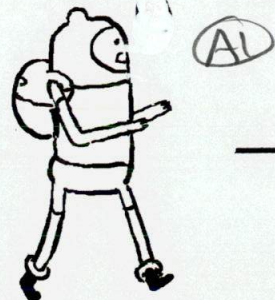
day night



Dialog:

F: These SHADES ...

Action:



-F. STEPS FORWARD AND GRABS SHADES.

Timing:

AUG 14 2015

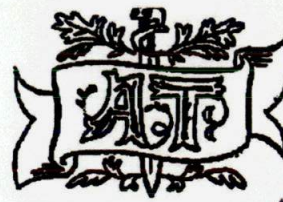
EPISODE # 1034-230

Production :

1034/230

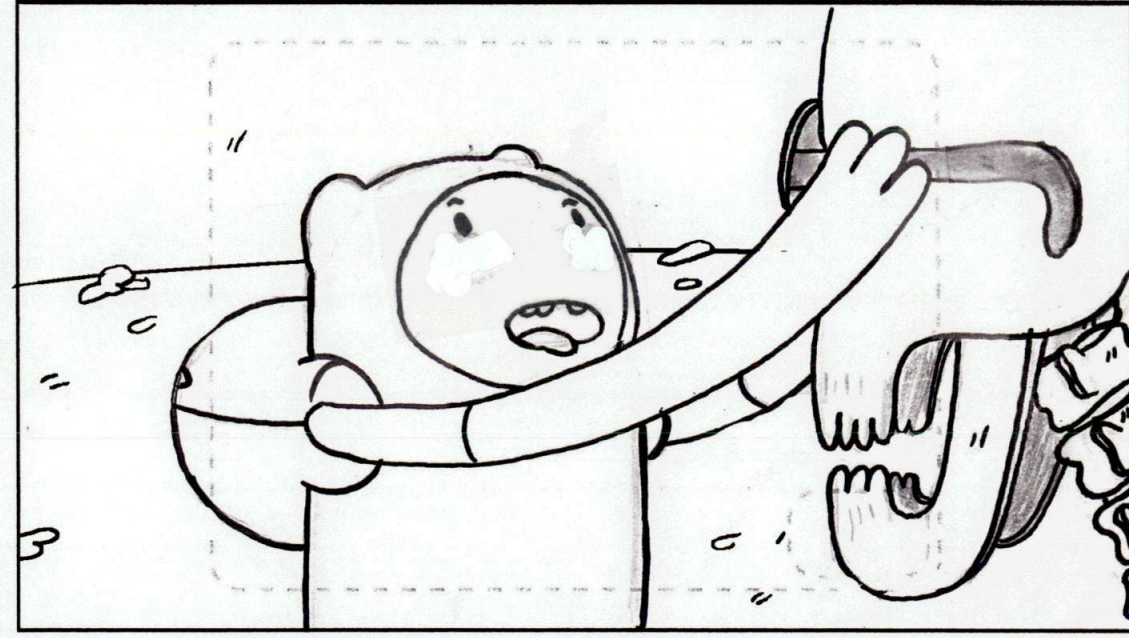
1034/230

ADVENTURE TIME

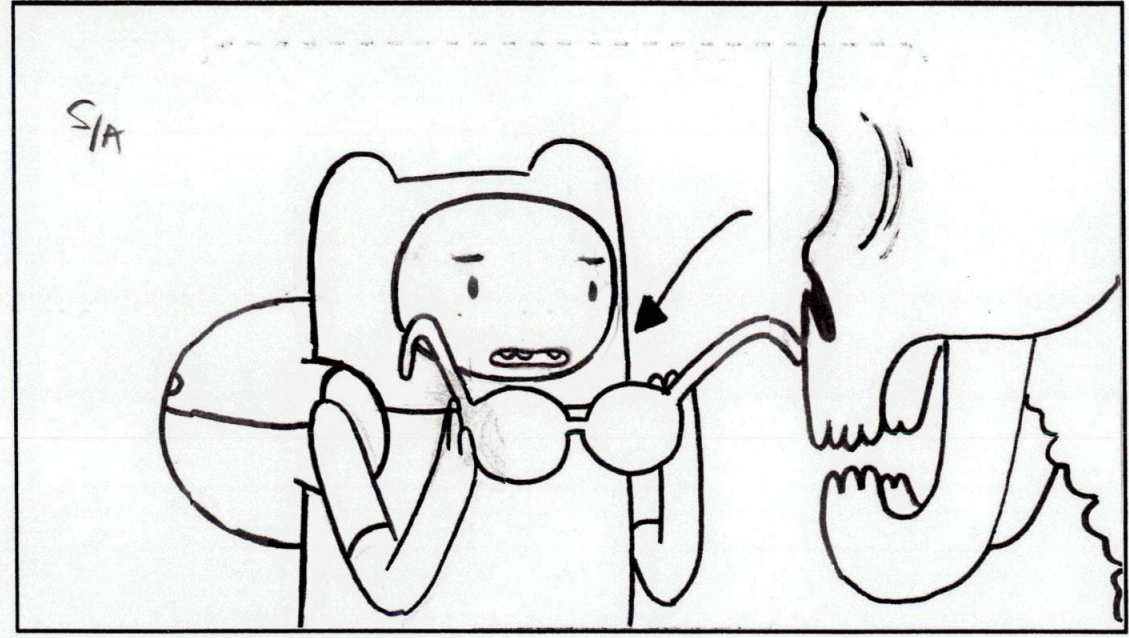


Page 56

Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:	F: Lemme check out these shades...	
Action:		- F. TAKES SHADES OFF SKELETON.
Timing:		

AUG 14 2015

EPISODE # 1034-230

Production :

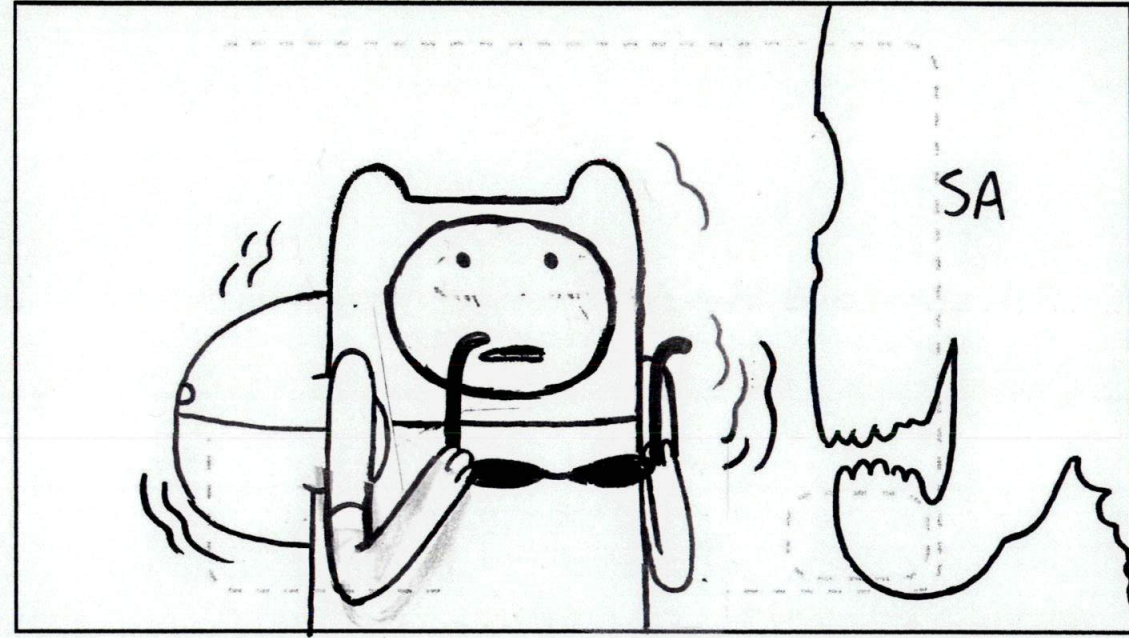
1034/230

1034/230
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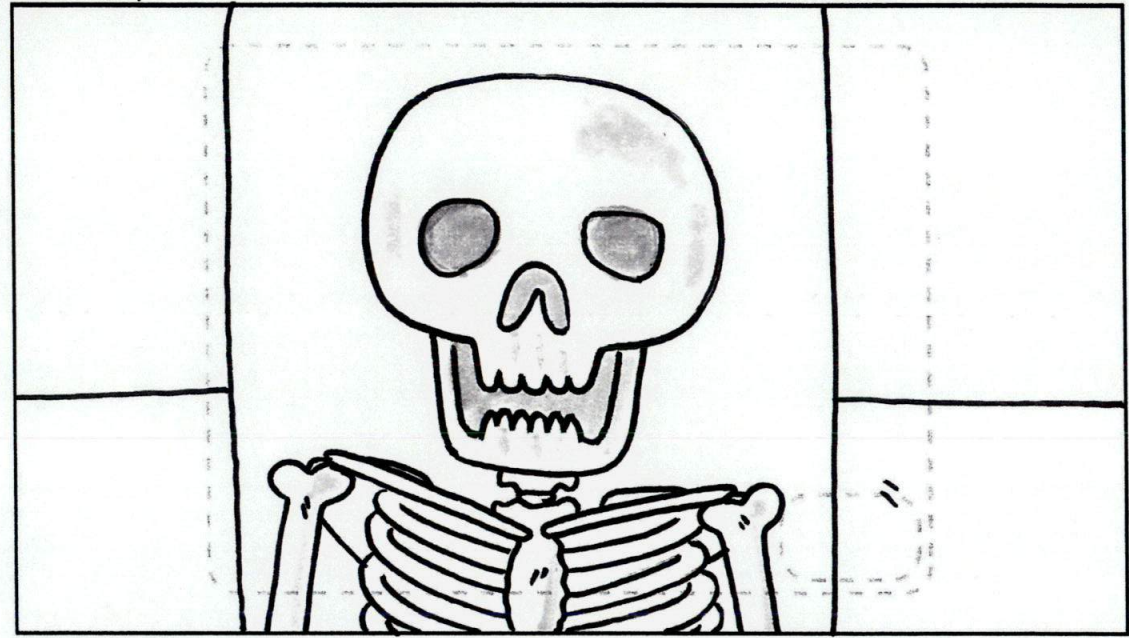
ADVENTURE TIME

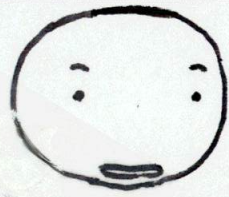


Sc. 40 Pnl. C Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog: (C)  SFX: * RRR-RRR-RR *

Action: - finn shudders a little.

Timing:

AUG 14 2015

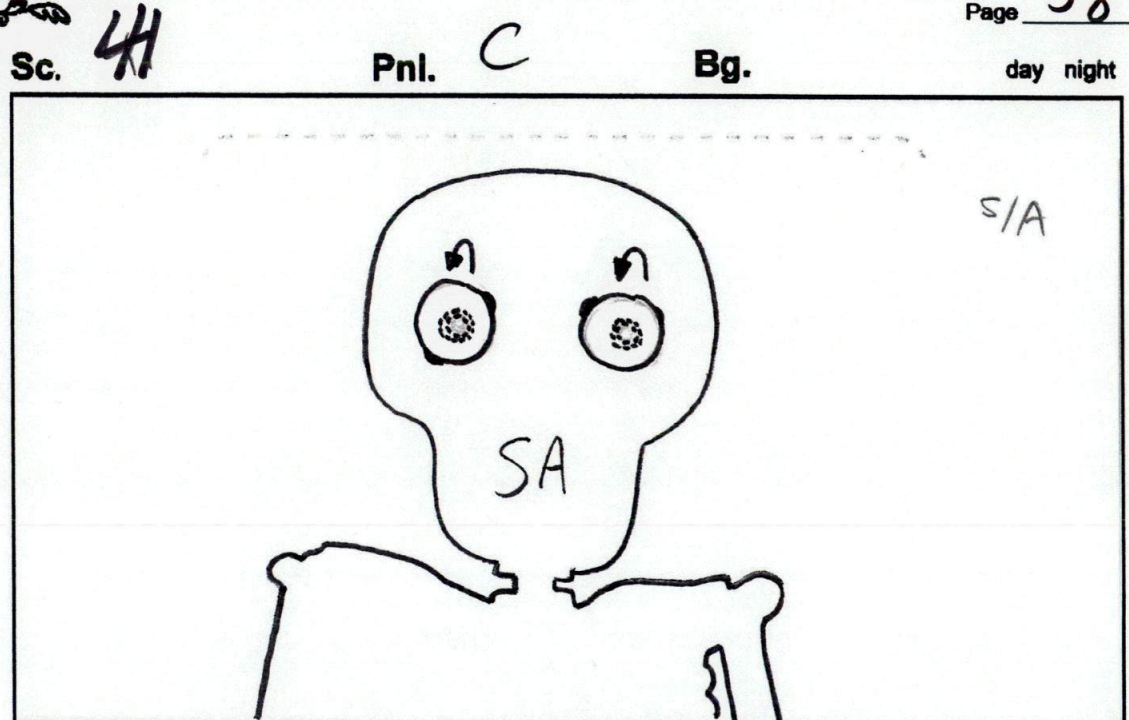
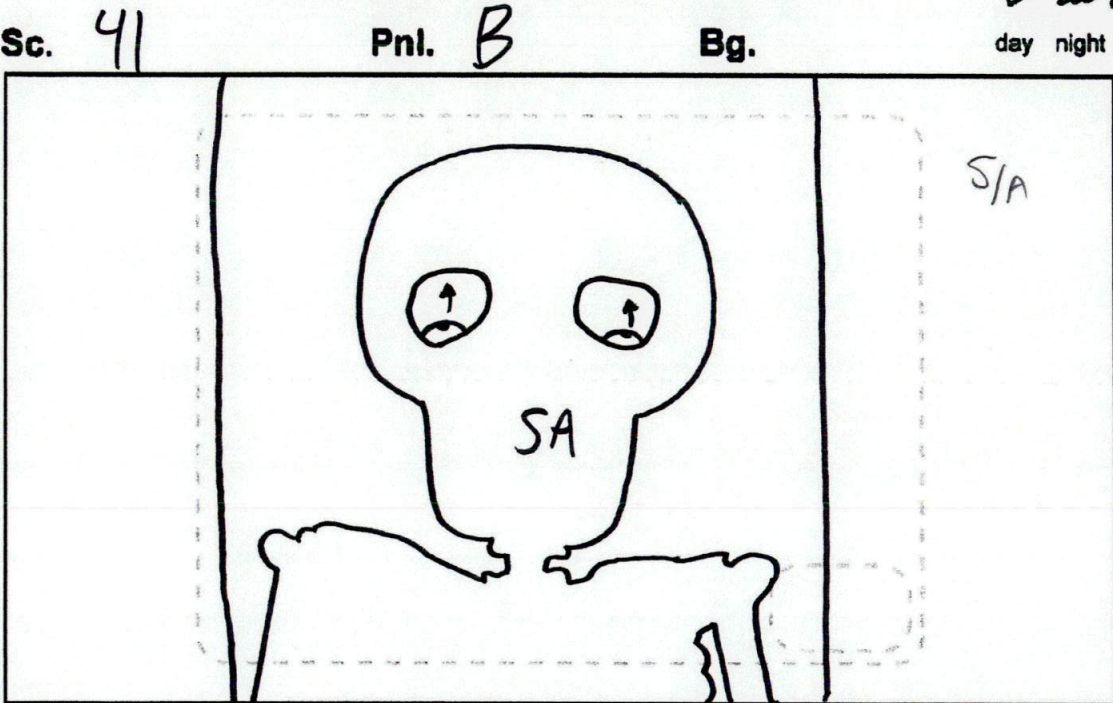
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



Dialog:

Action: - Two weird eyeballs roll forward from back in the skull.

Timing:

AUG 14 2015

EPISODE # 1034-230

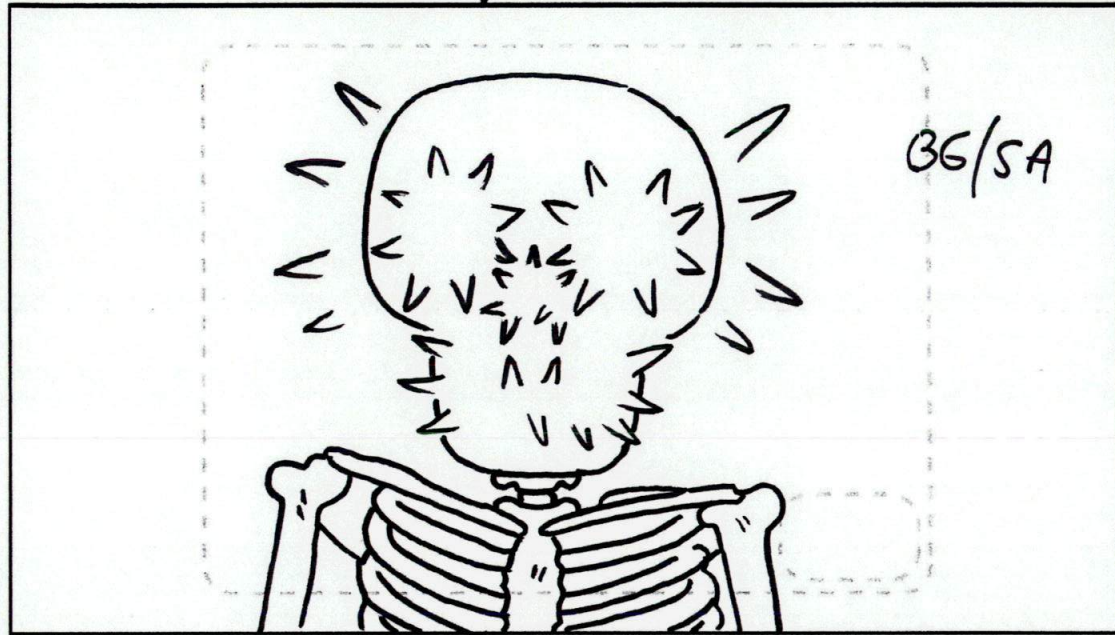
Production :

ADVENTURE TIME



Page 59

Sc. 41 Pnl. D Bg. day night



Sc. 41 Pnl. E Bg. day night



Dialog:	SFX: * SHYOWW! *	<p>FADE UP to White Fr.</p> <p>A Flash.</p>
Action:		
Timing:		

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



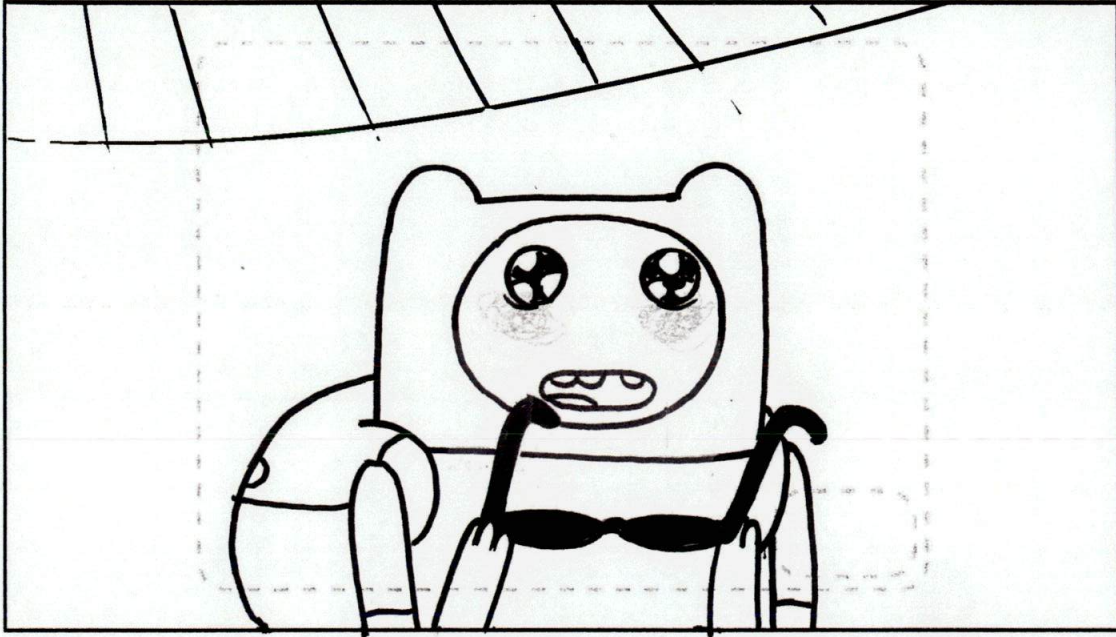
Page 60

Sc. 42

Pnl. A

Bg.

day night

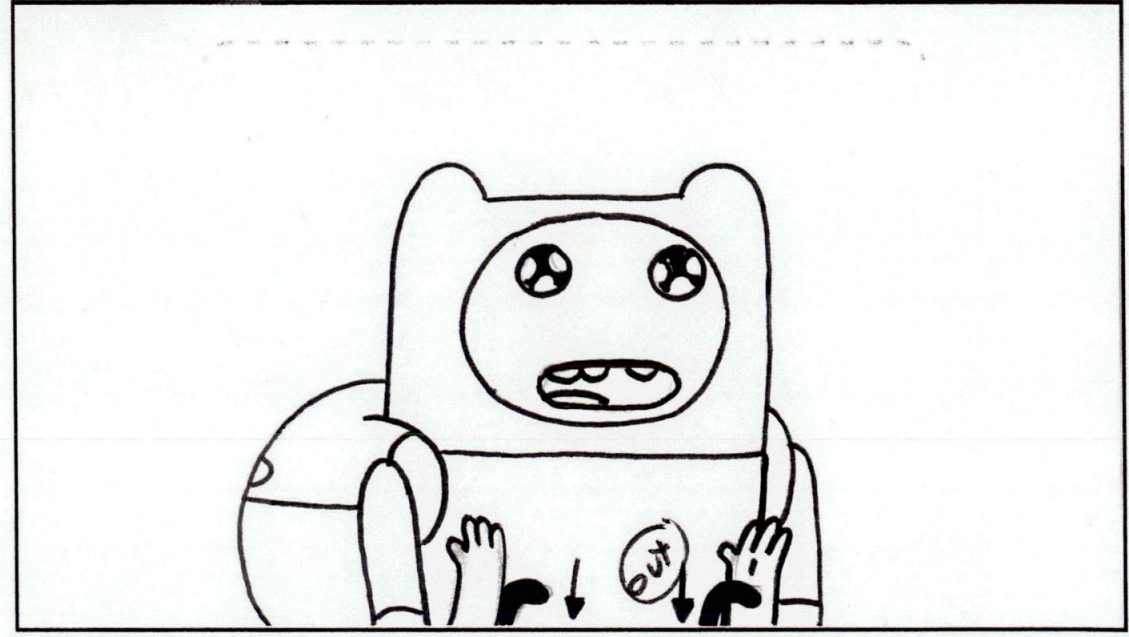


Sc. 42

Pnl. B

Bg.

day night



Dialog:

F: AHH--

*FADE OUT
OF WHITE FR.*

Action:

-F. DRAPS SHADES.

Timing:

AUG 14 2015

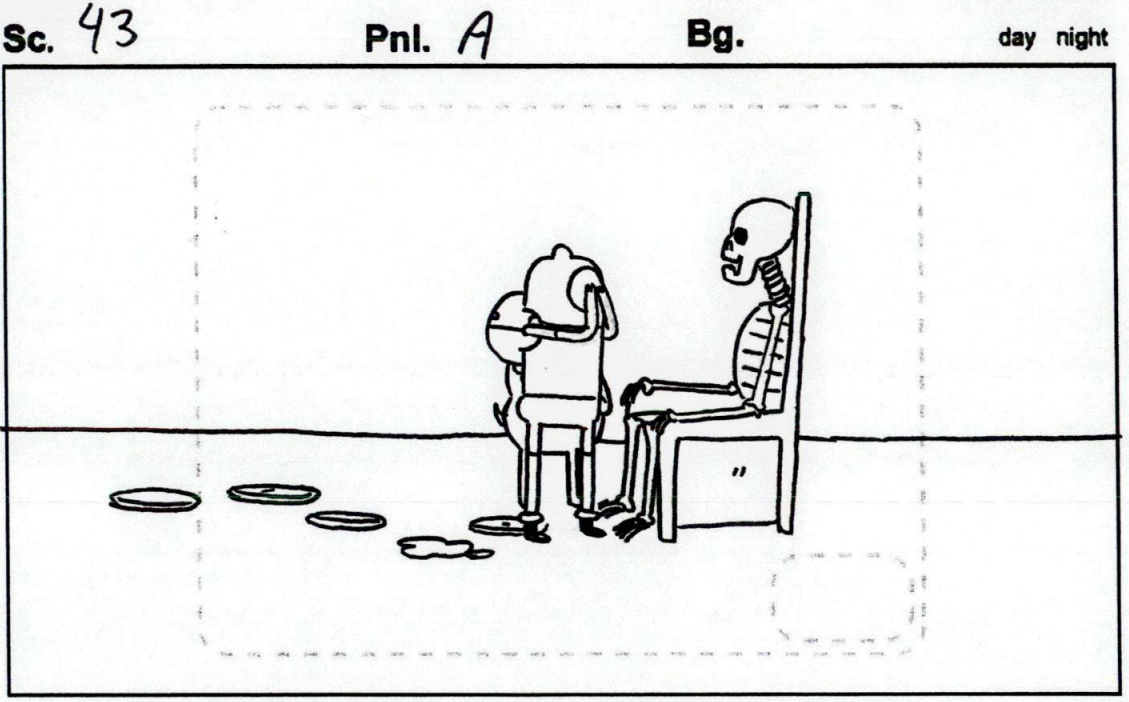
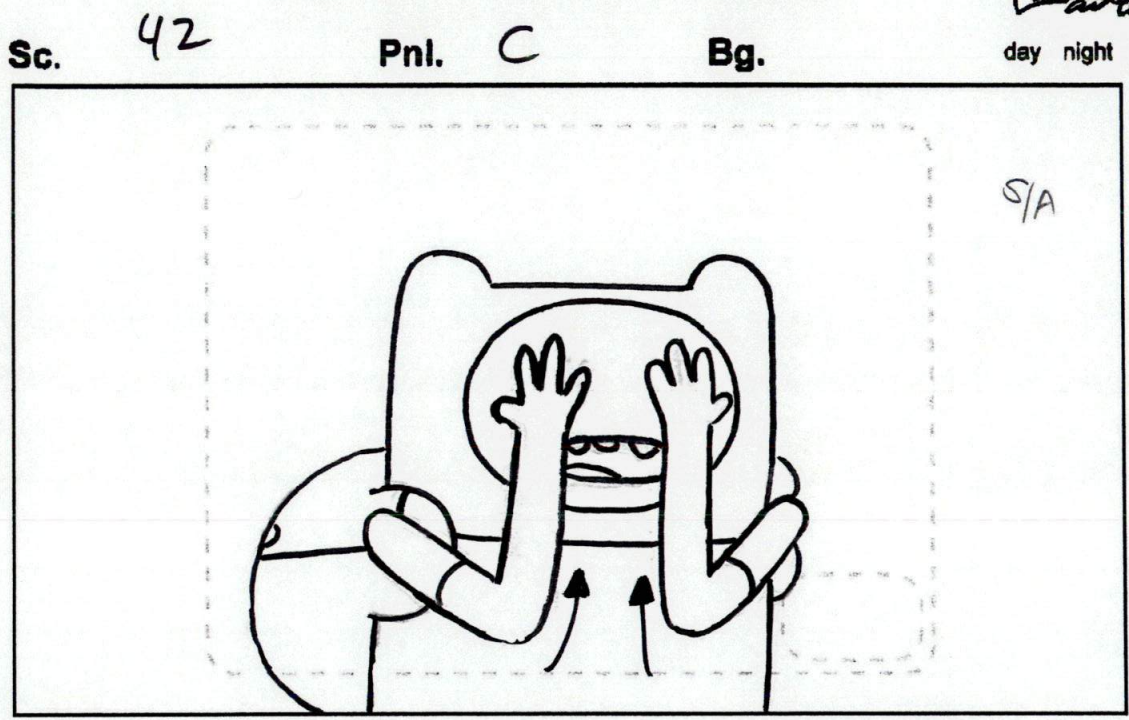
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



Dialog:
Action: - Finn grabs his face.
Timing:

AUG 14 2015

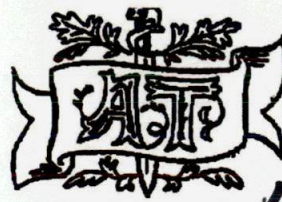
1034/230

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



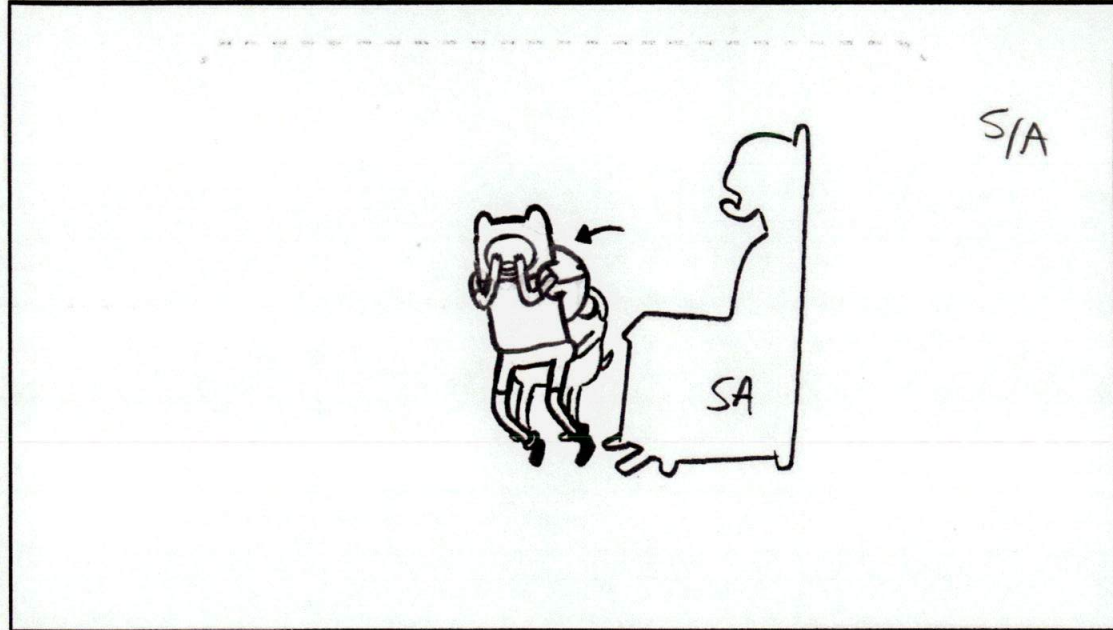
Page 62

Sc. 43

Pnl. B

Bg.

day night



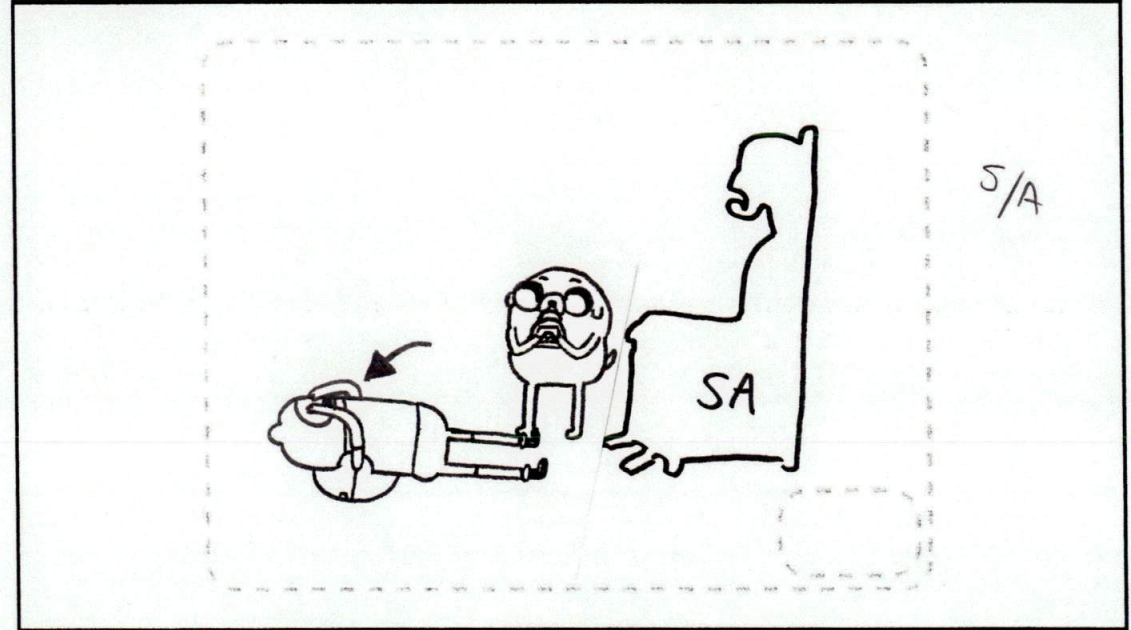
S/A

Sc. 43

Pnl. C

Bg.

day night



S/A

Dialog:

(F) UGHHH ...

SFX: * THMP *

Action:

finn swoons to the ground.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



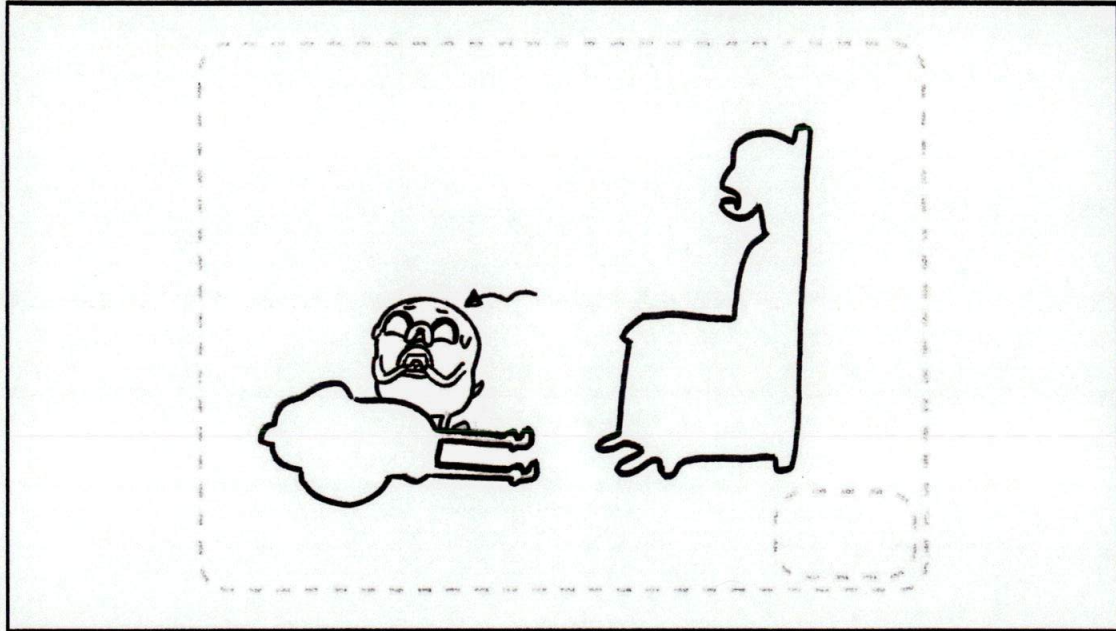
Page 63

Sc. 43

Pnl. D

Bg.

day night

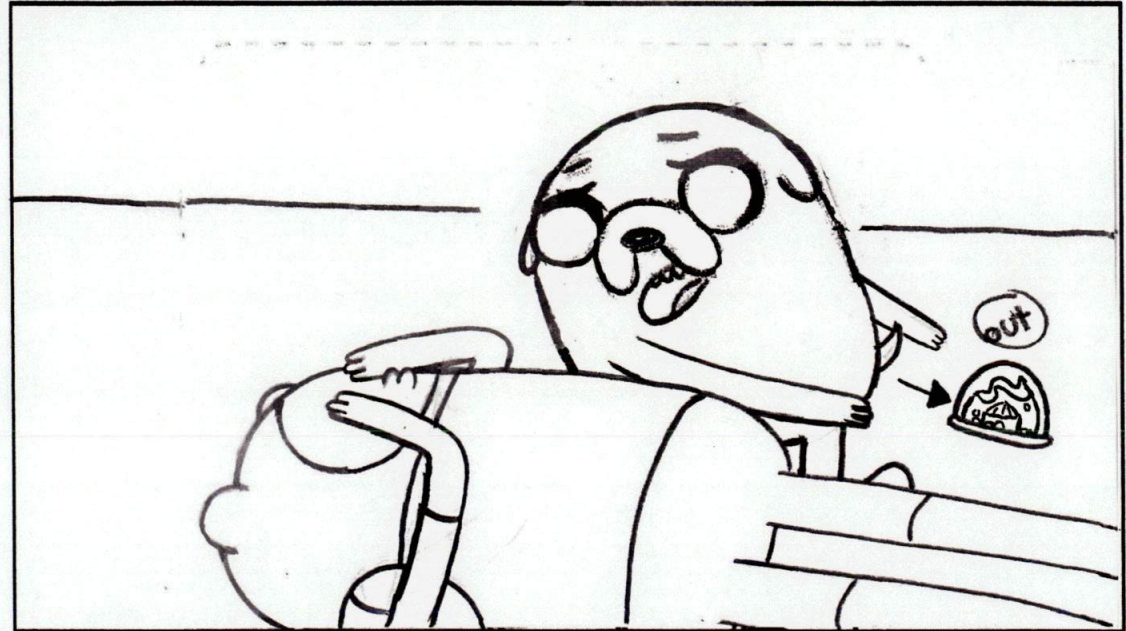


Sc. 44

Pnl. A

Bg.

day night



Dialog:

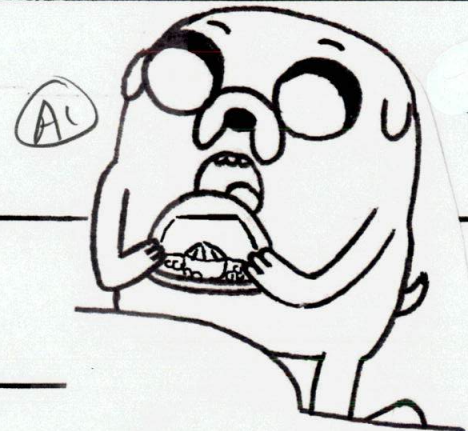
Action:

Timing:

-J, RUNS FORWARD.



J: [GASP]



AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



Sc. 44

Pnl. B

Bg.

day night

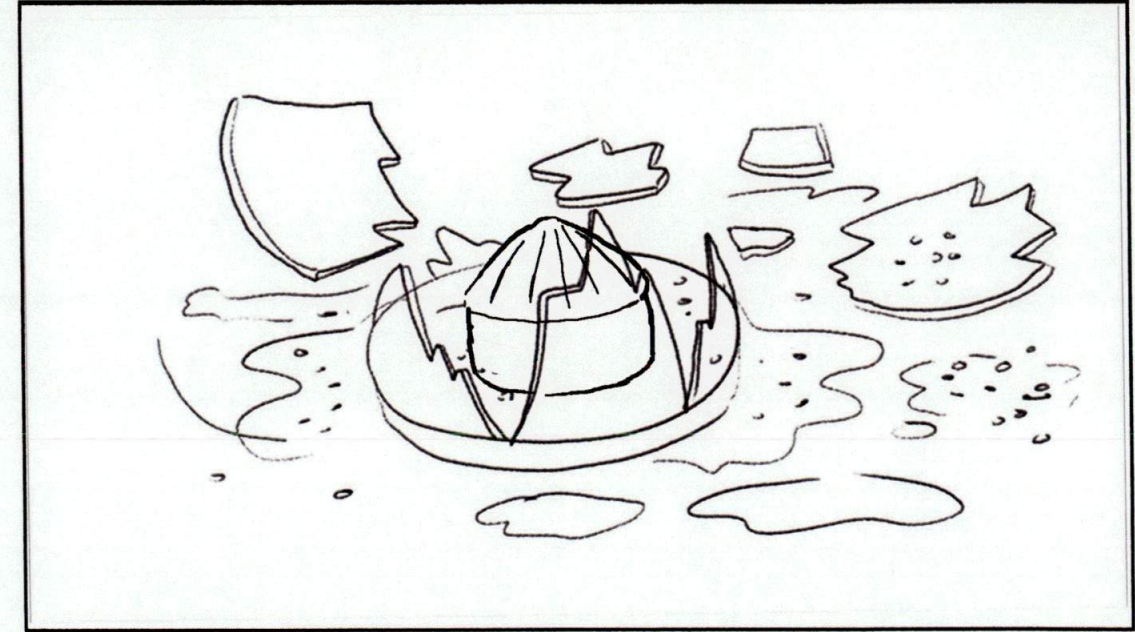


Sc. 44A

Pnl. A

Bg.

day night



Page 64
64A NEXT
day night

Dialog:

① FINN!

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

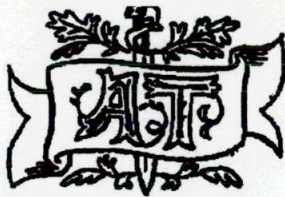
Production :

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ADVENTURE TIME



Sc.

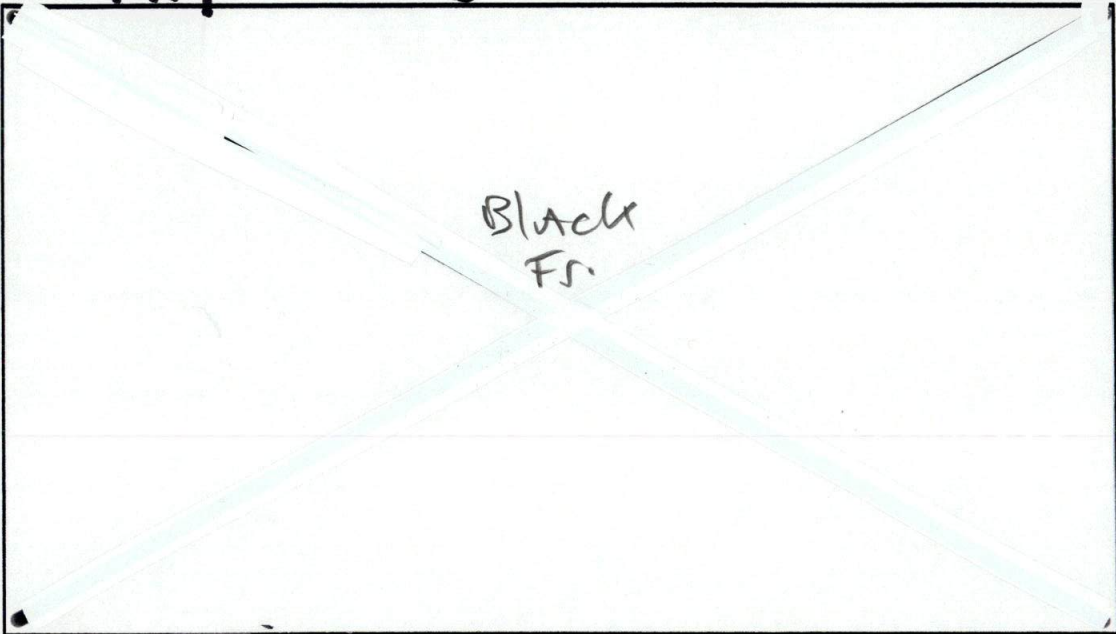
44A

Pnl.

B

Bg.

day night



Sc.

Pnl.

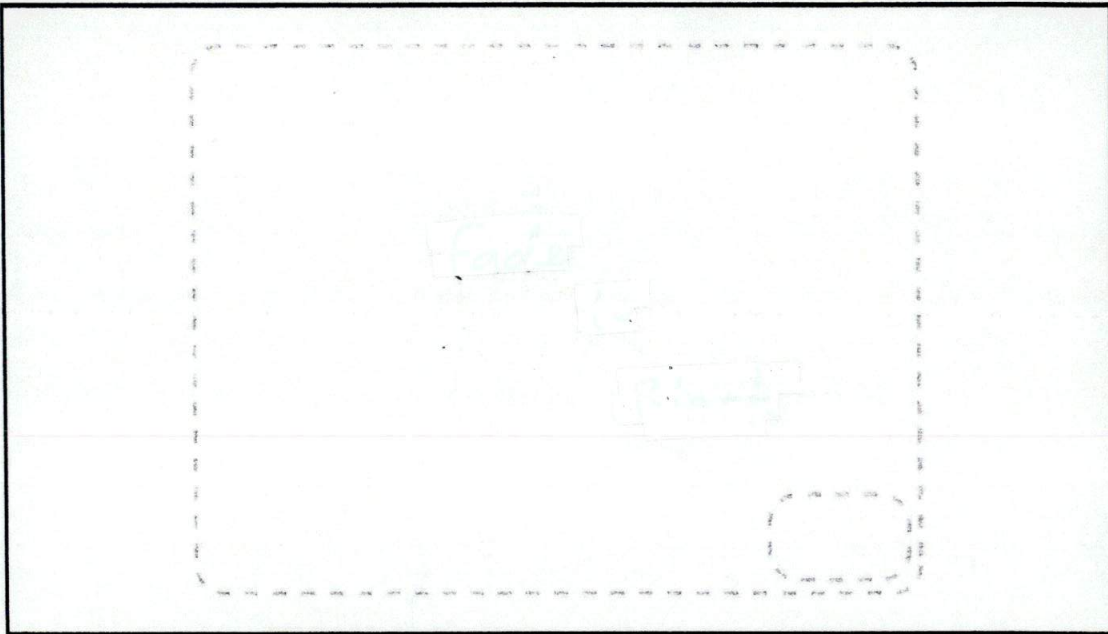
Bg.

Page

64A

day night

65 NEXT



Dialog:

FADE
to
BLACK FR

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



Sc. 45

Pnl. A

Bg.

day night

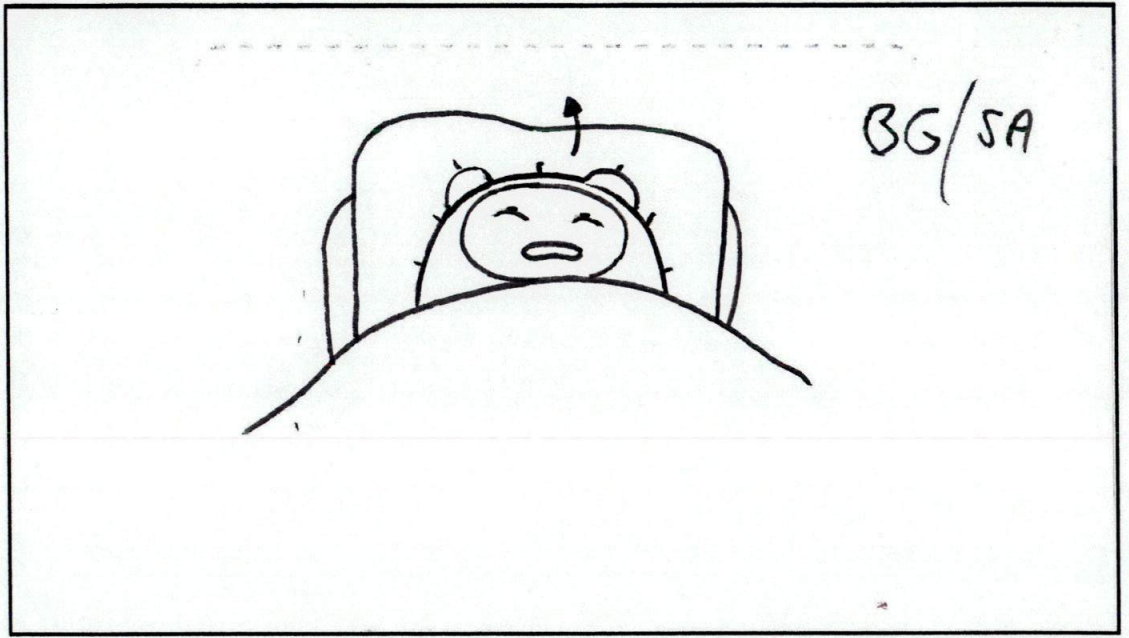


Sc. 45

Pnl. B

Bg.

day night



Dialog:	<u>F:</u> (WAKING NOISE)
Action:	-FINN IN BED, BACK AT THE TREE HOUSE,
Timing:	

AUG 14 2015

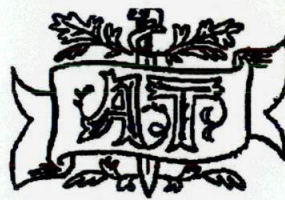
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



Page 66
day night

Sc. 45

Pnl. C

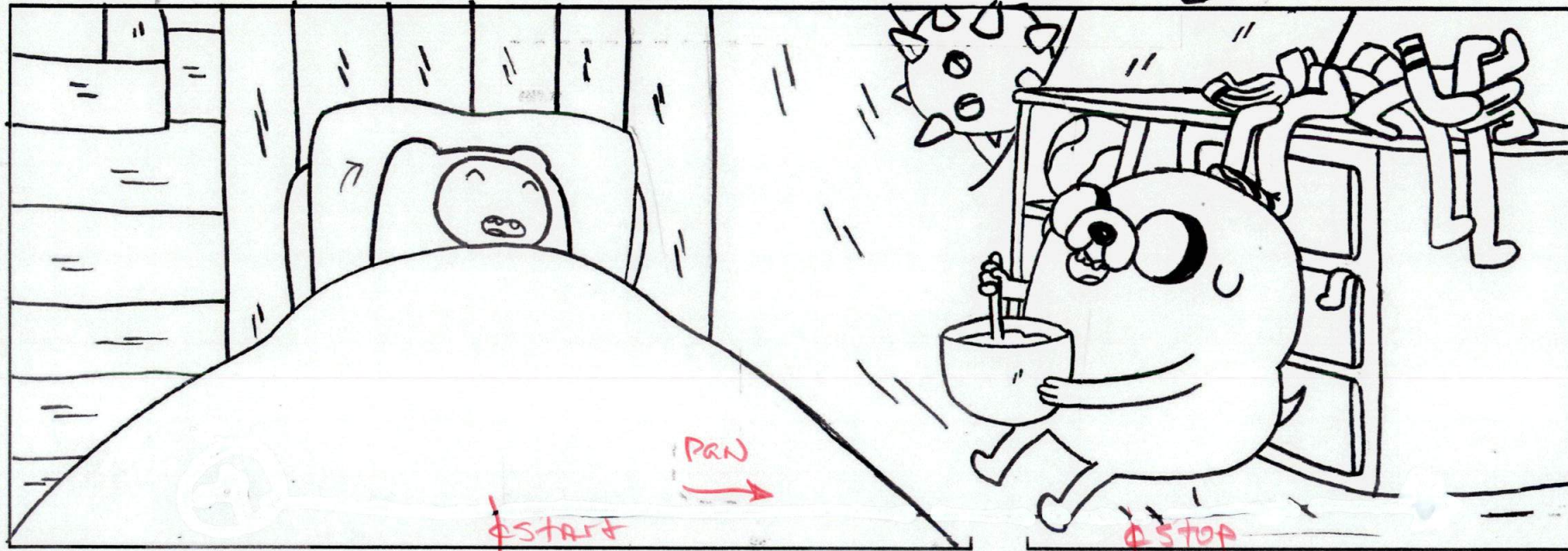
Bg.

day night

Sc. D

Pnl.

Bg.



Dialog:

F: (sickly) Jake...

Action:

-PAN RIGHT TO JAKE,

Timing:

AUG 14 2015

Production :

EPISODE #

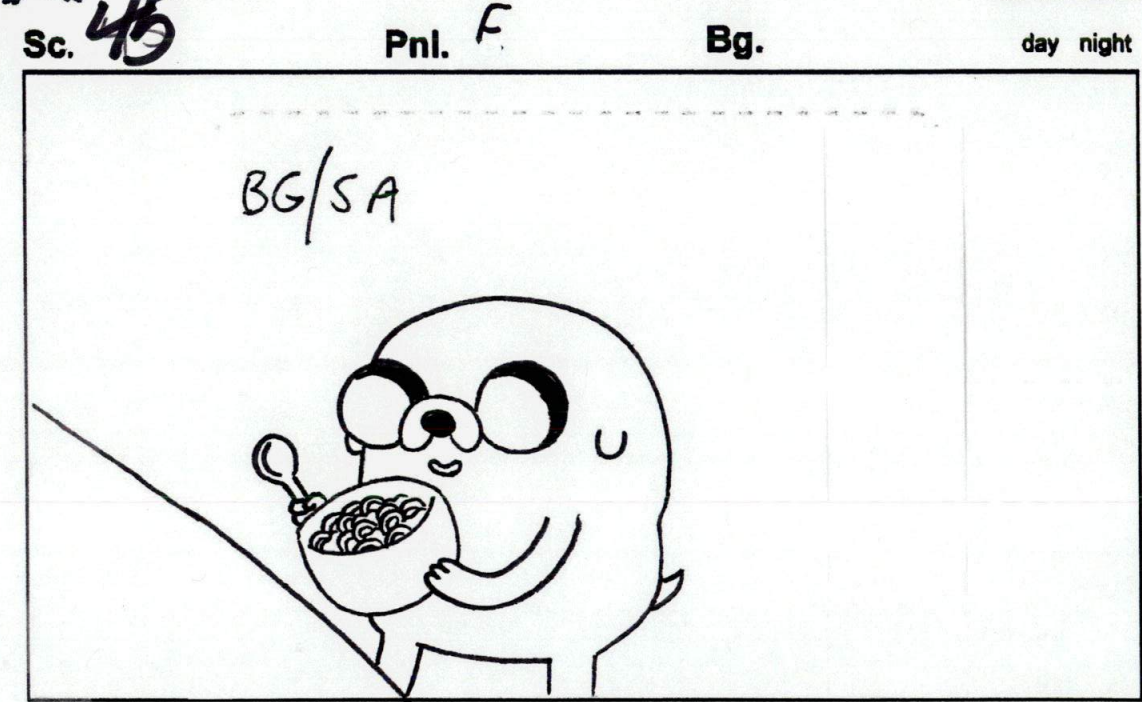
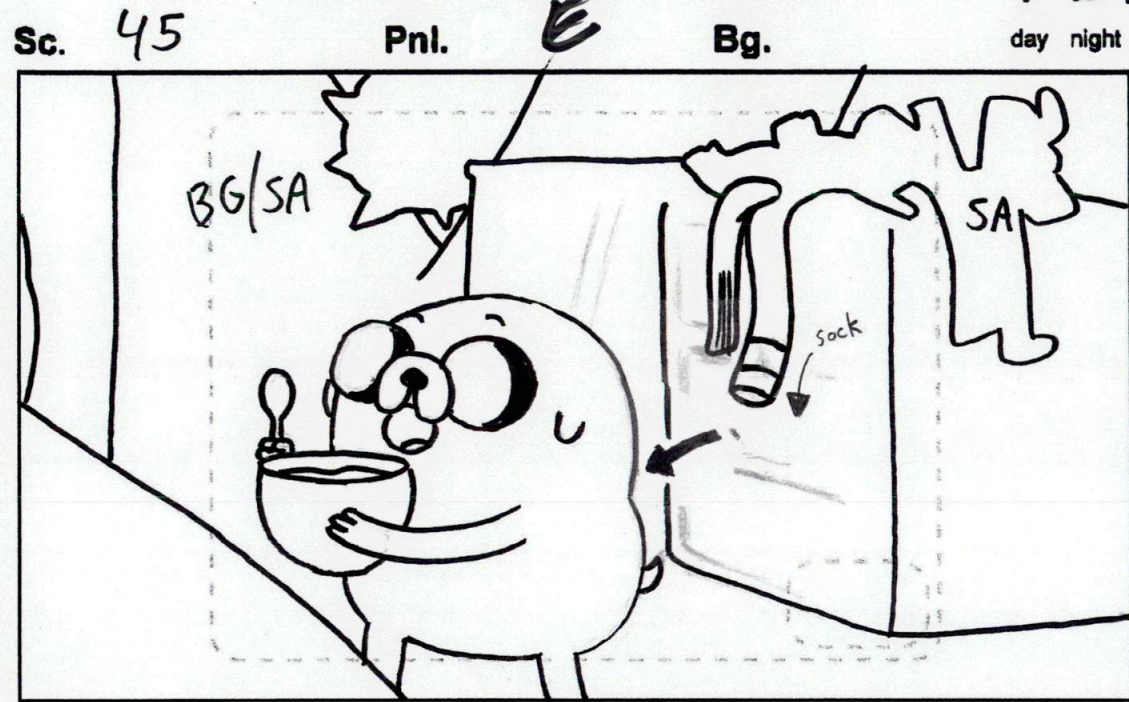
1034-230

1034/230

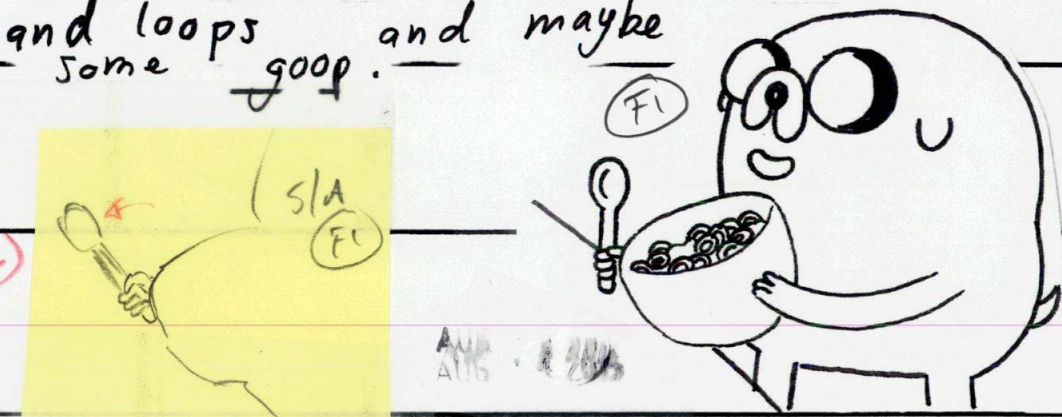
ADVENTURE TIME



Page 67



Dialog:	<u>J</u> : You're awake!	<u>J</u> : I was so worried. I've been waiting with a bowl of soup, it has hoops and loops and maybe some goop.
Action:	- J. HOPS TO HIS FEET.	
Timing:		



1034/230

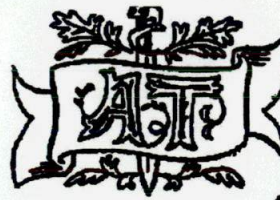
EPISODE # 1034-230

Production :

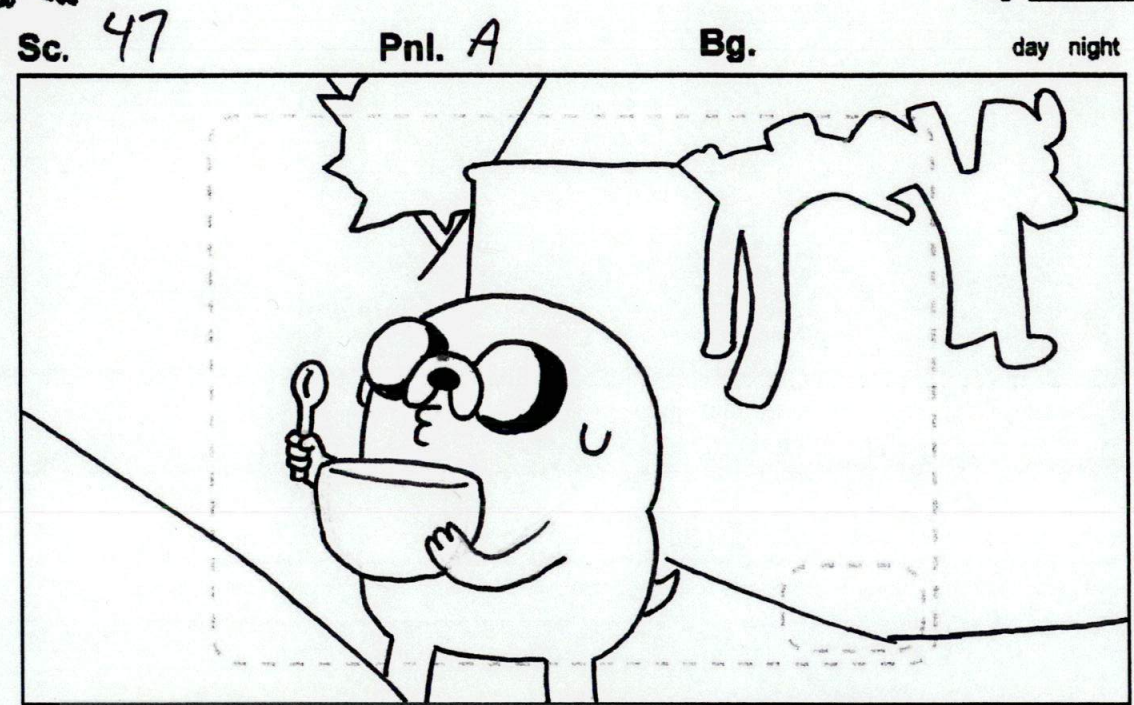
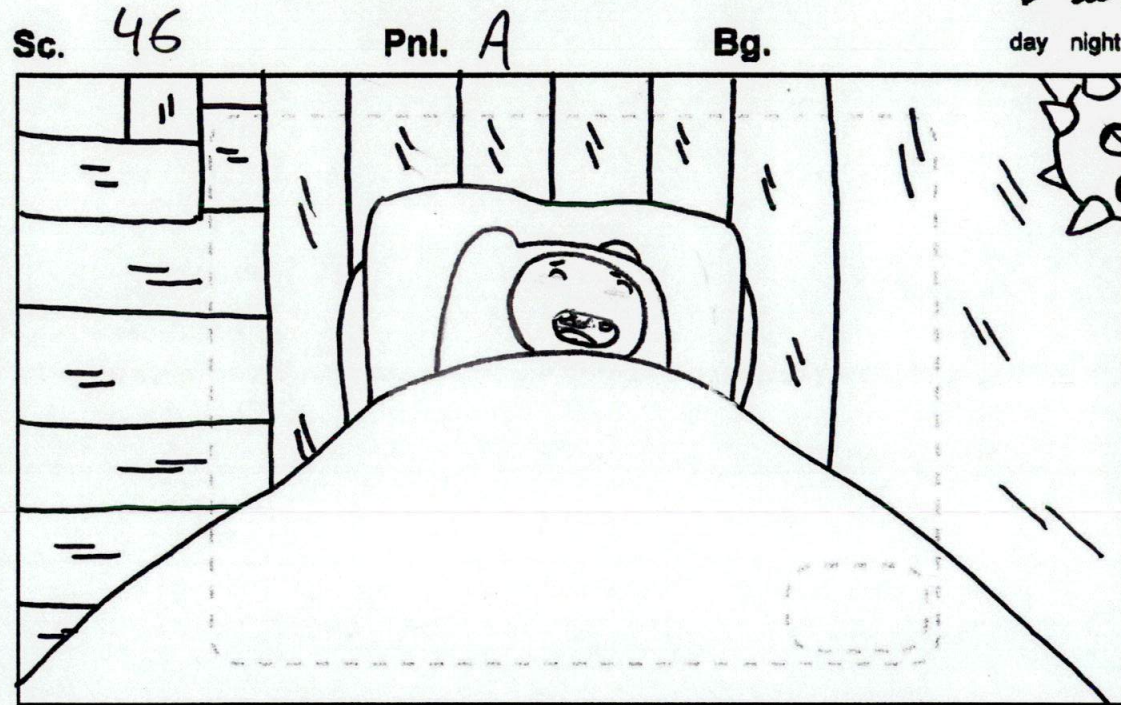
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ADVENTURE TIME



Page 68

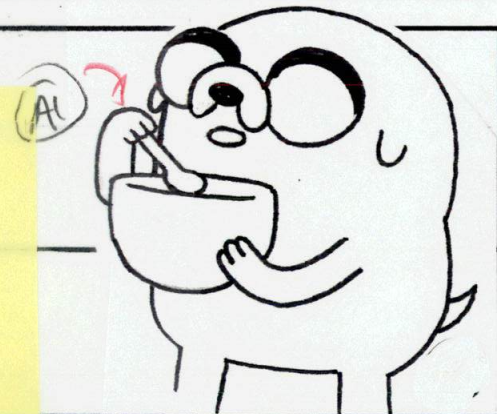


Dialog: F: What happened? I don't remember getting into bed.

J: Don't worry

Action:

Timing:



AUG 14 2013

EPISODE # 1034-230

Production :

1034/230

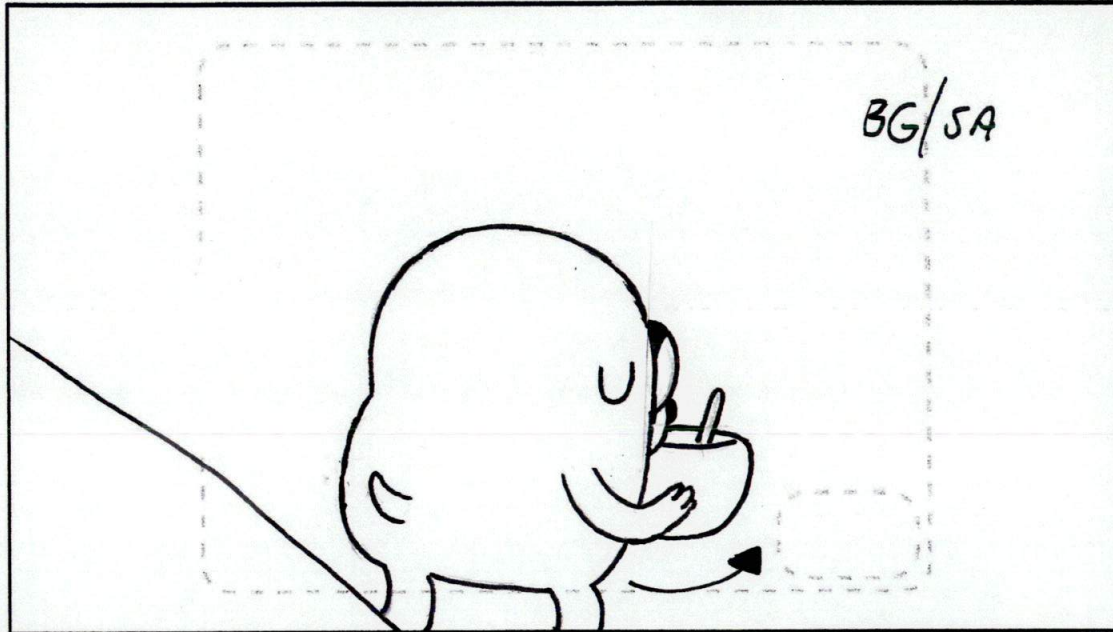
1034/230

ADVENTURE TIME

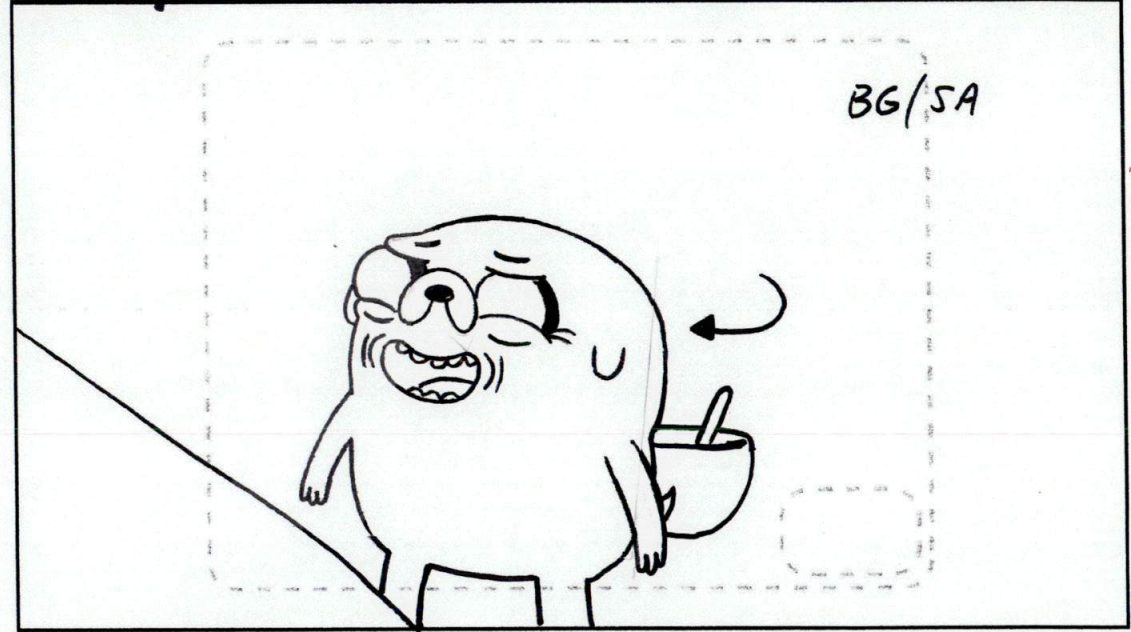


Page 69

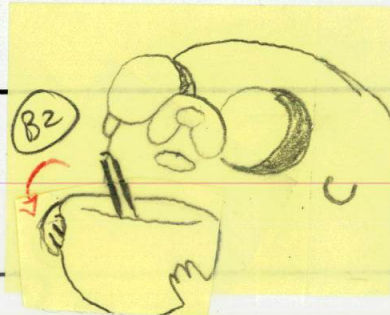
Sc. 47 Pnl. B Bg. day night



Sc. 47 Pnl. C Bg. day night



Dialog:	<u>J</u> : You're gonna be fine.	<u>J</u> : IN NO TIME.
Action:	-J. SETS DOWN BOWL. (B1)	
Timing:	(B2)	



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1034/230

1034/230

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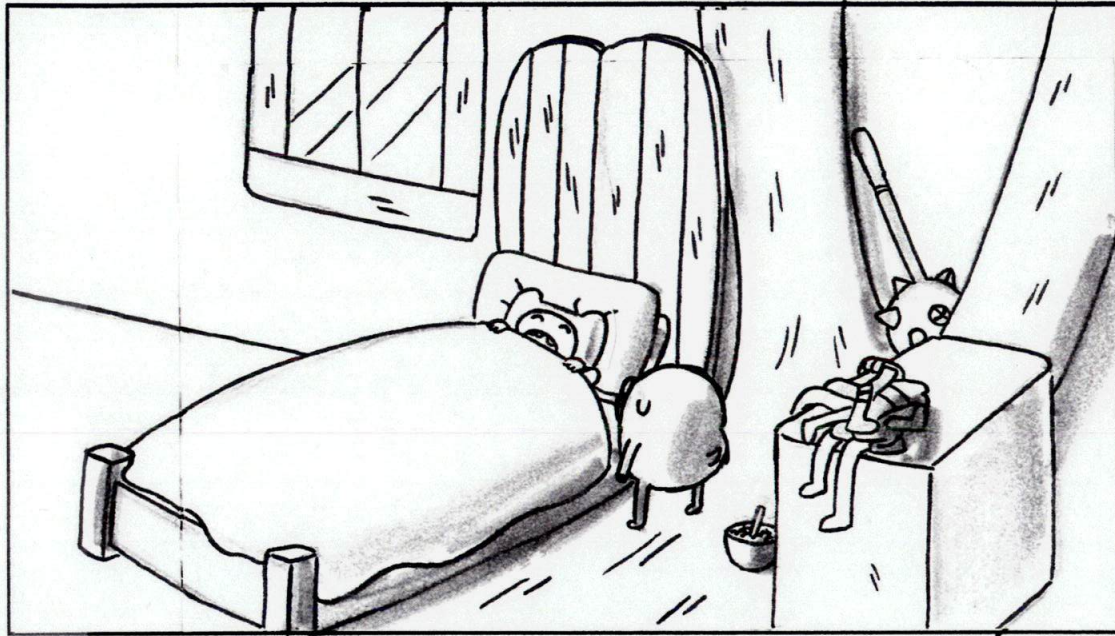
Page 70

Sc. 48

Pnl. A

Bg.

day night

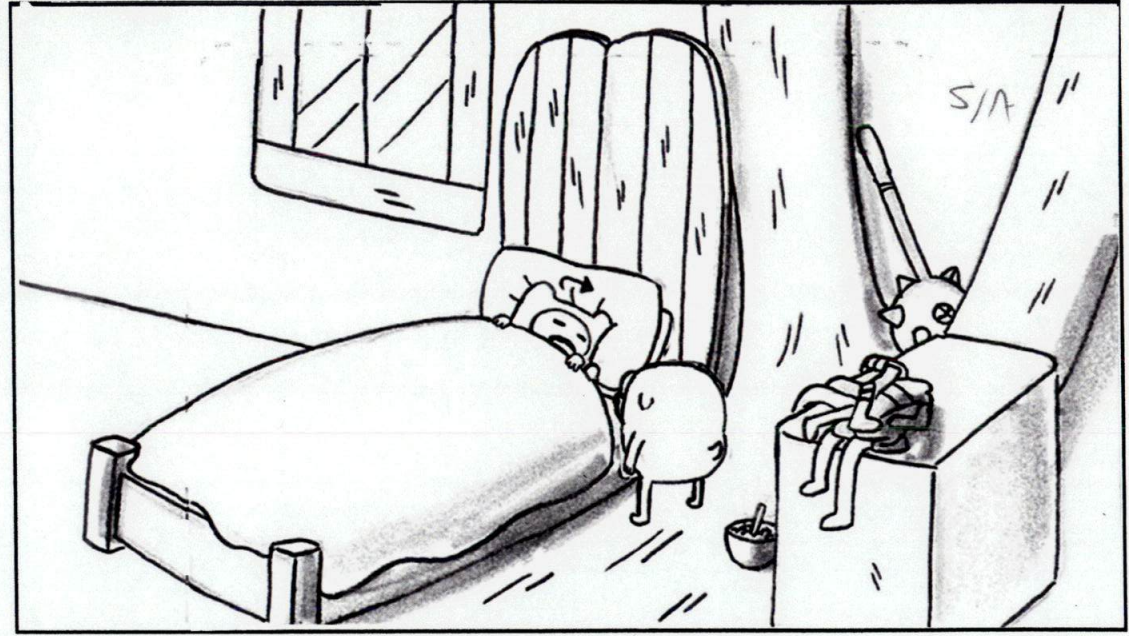


Sc. 48

Pnl. B

Bg.

day night



Dialog: F: [MOAN] ohhh—

Action: - F. LOOKS AT JAKE.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



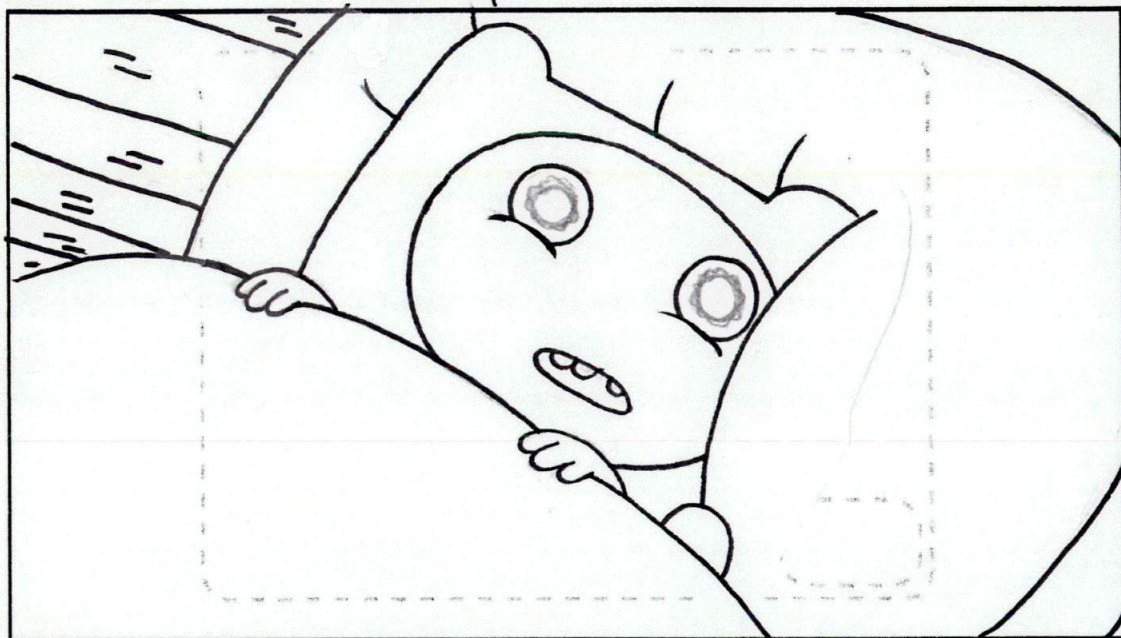
Page 71

Sc. 49

Pnl. A

Bg.

day night

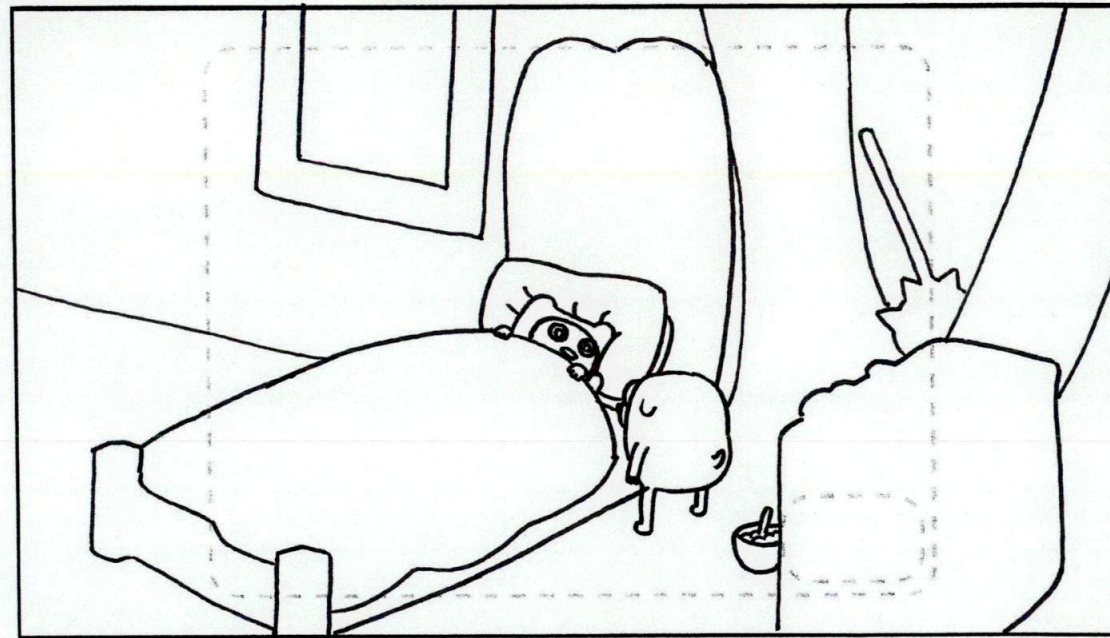


Sc. 50

Pnl. A

Bg.

day night



Dialog:

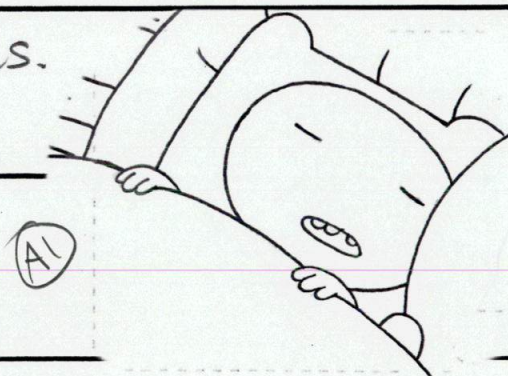
F: Thanks for taking care
of me.

F: You're the greatest big
brother ever.

Action:

- F. HAS STRANGE EYEBALLS.

Timing:



AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



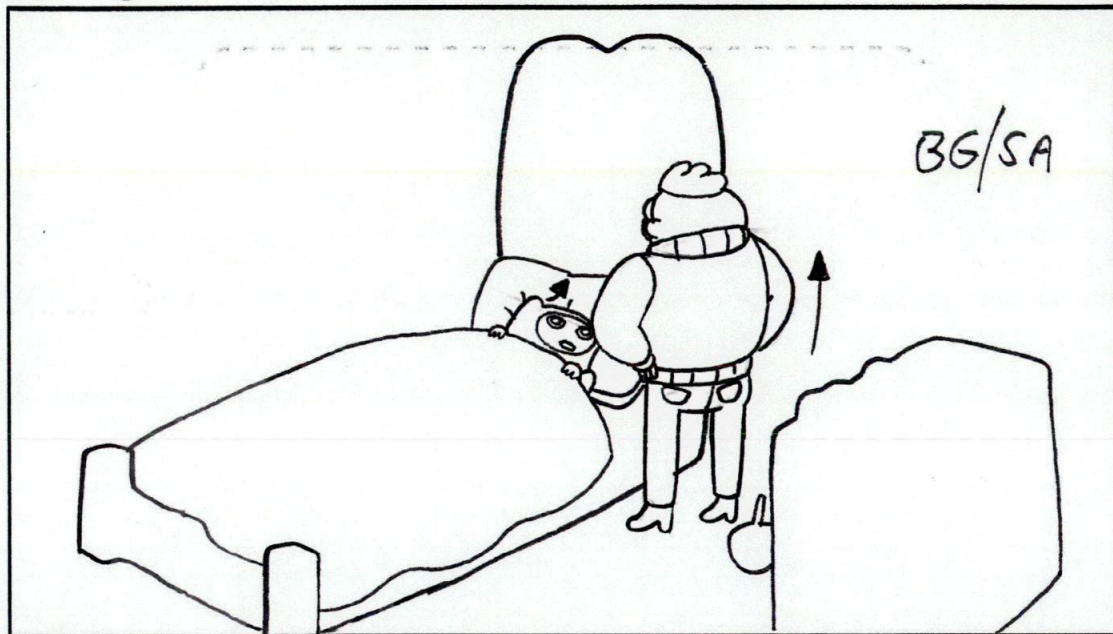
Page 72

Sc. 50

Pnl. B

Bg.

day night

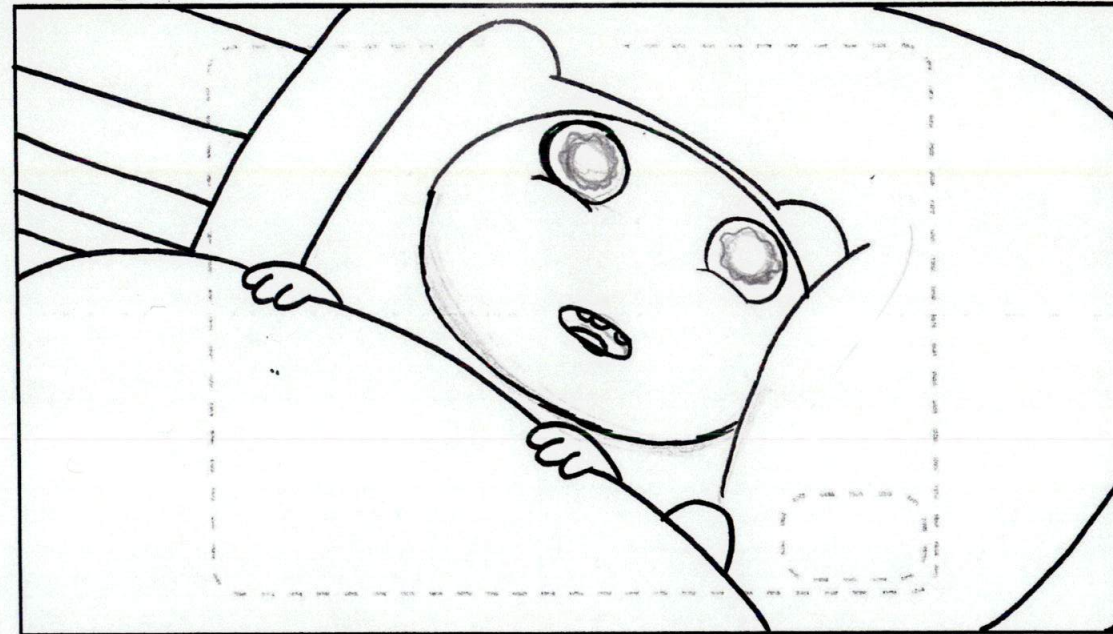


Sc. 51

Pnl. A

Bg.

day night



Dialog:

SFX: *SHYUU *

F: why are you doing that?

Action:

- Jake turns into jacket-muscle guy.

Timing:

AUG 14 2015

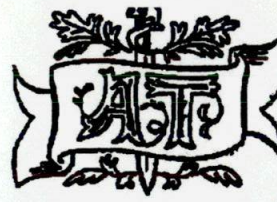
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



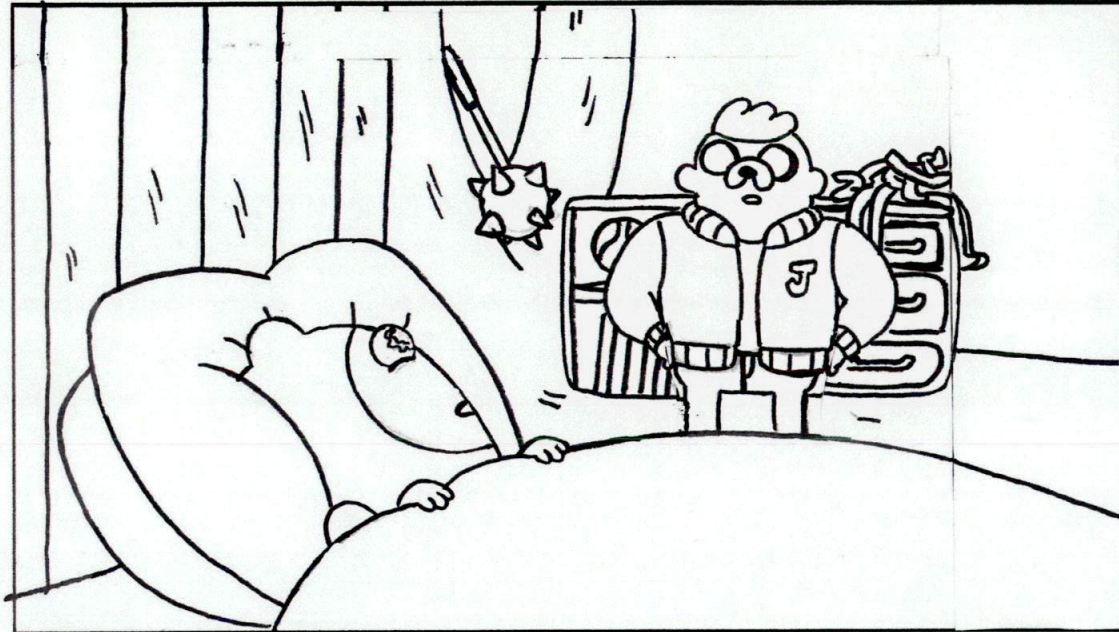
Page 73

Sc. 52

Pnl. A

Bg.

day night

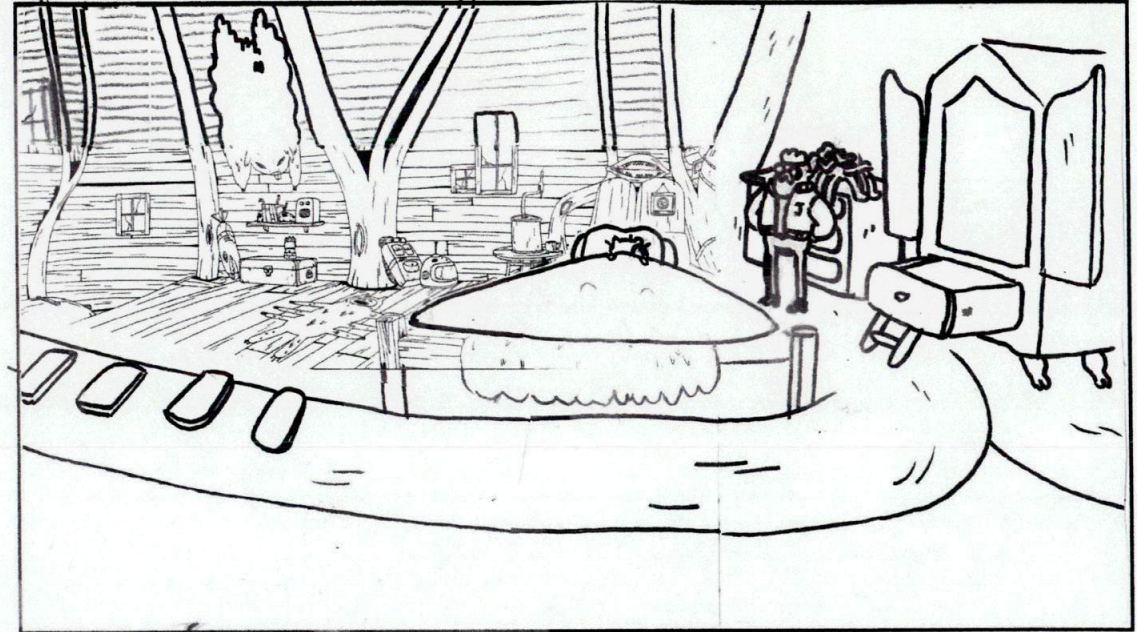


Sc. 53

Pnl. A

Bg.

day night

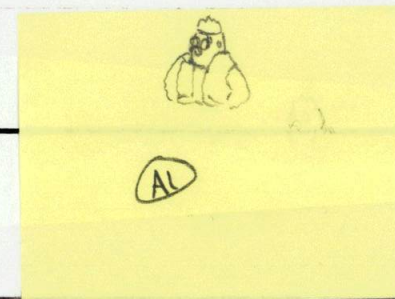


Dialog:

J: I'm not!

Action:

-J. LOOKS AT HIMSELF.



Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

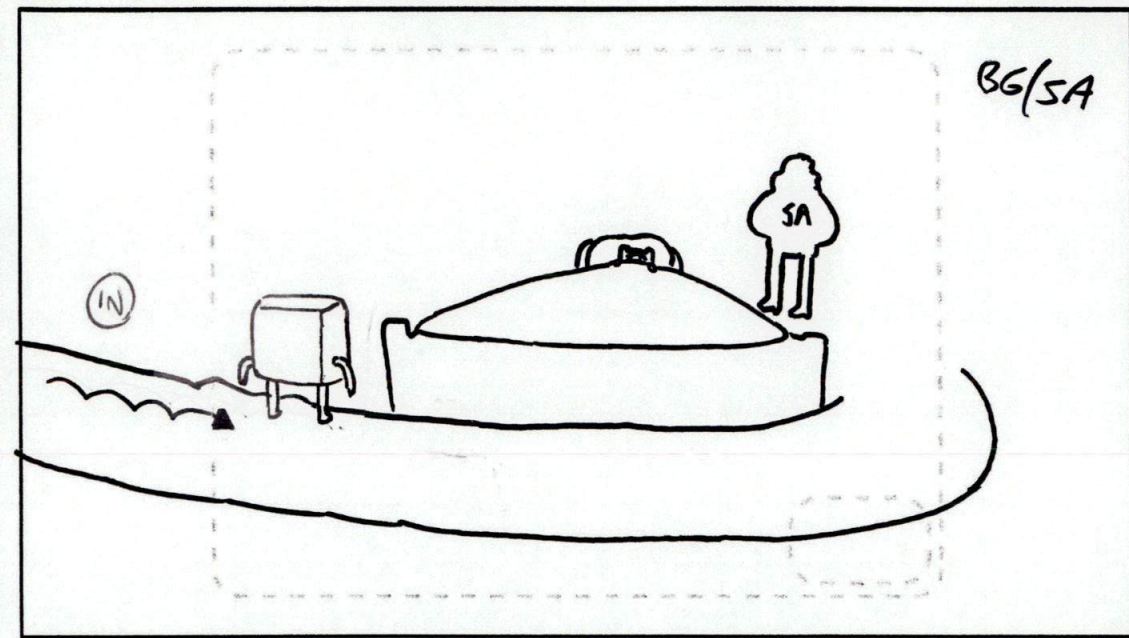
1034/230

ADVENTURE TIME

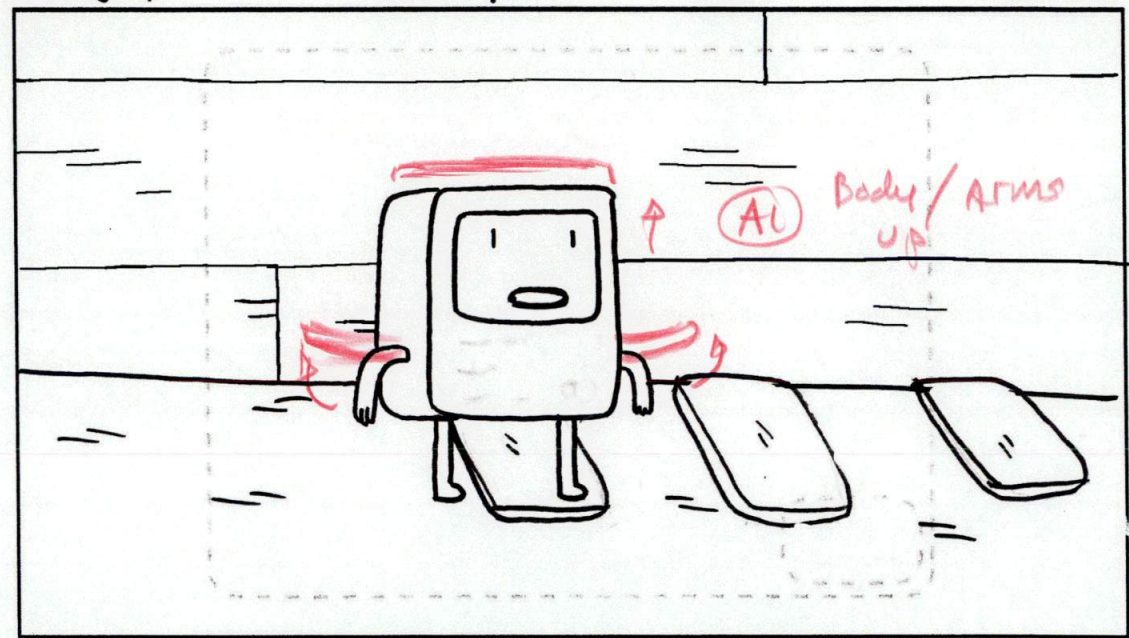


Page 74

Sc. 53 Pnl. B Bg. day night



Sc. 54 Pnl. A Bg. day night



<p>Dialog: <u>BMO: (no) Finn!</u></p>	<p><u>BMO:</u> You're awake! You want some tea? OR saltine CRACKERS.</p>
<p>Action: -BMO RUNS AWAY</p>	
<p>Timing:</p>	<p>AUG 14 2015</p>

1034/230

EPISODE # 1034-230

Production :

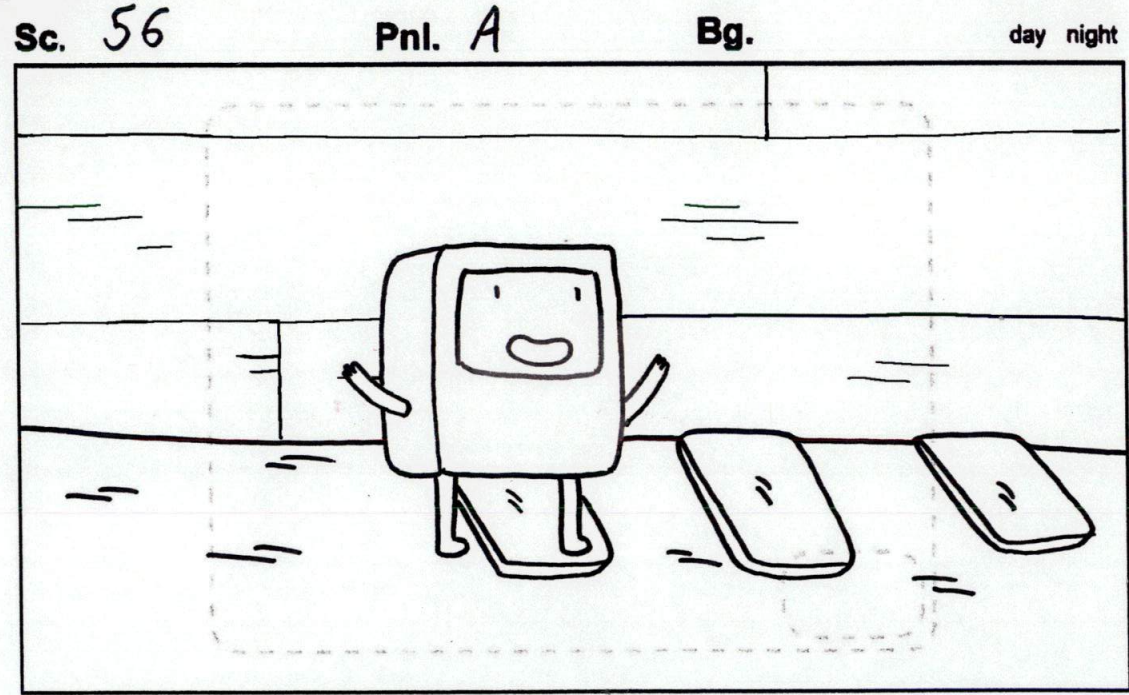
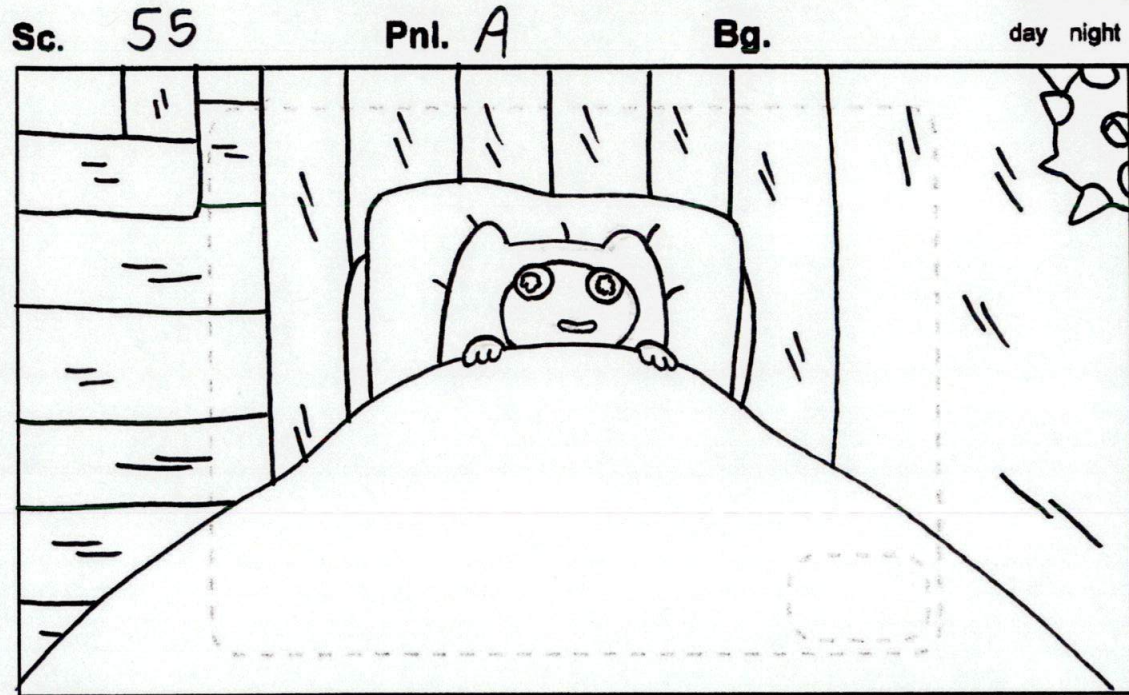
1034/230

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ADVENTURE TIME



Page 75



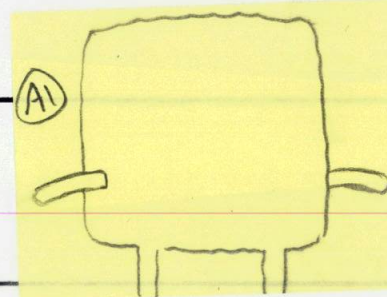
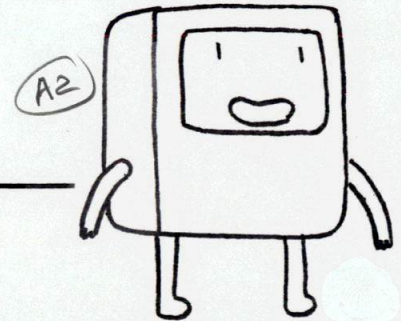
Dialog: F: Bmo, you're my little angel.

B: Yay! Bmo!
SFX: * SHYUUU *

Action:

-BMO WAVING ARMS.

Timing:



AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

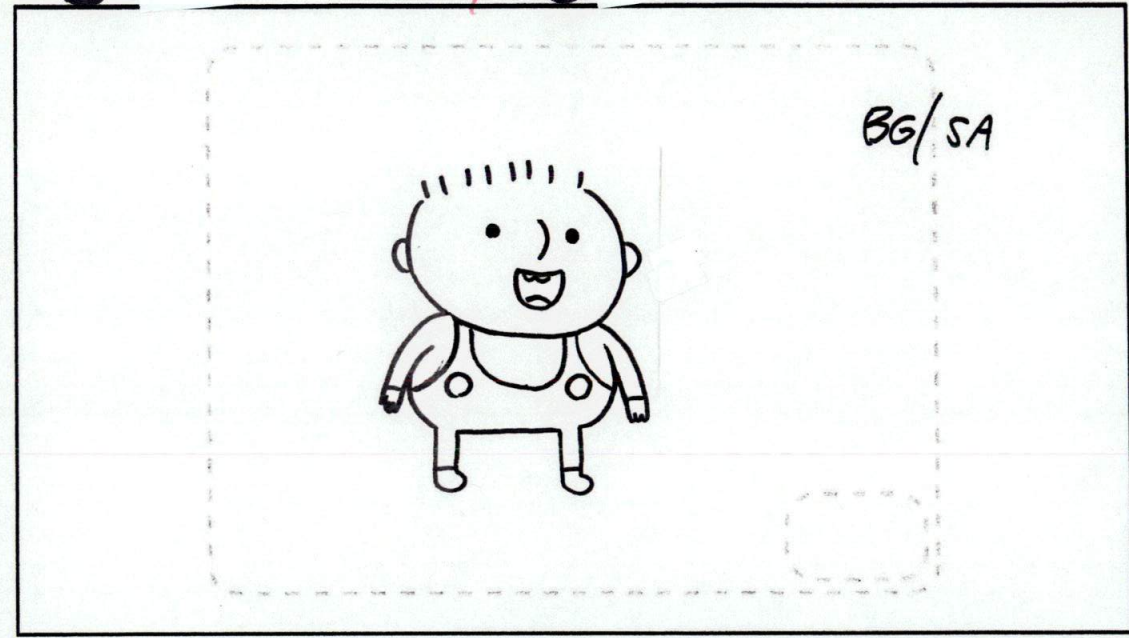
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ADVENTURE TIME



Sc. 56 Pnl. B Bg. day night



Sc. 56 Pnl. C Bg. day night



Dialog: SFX: * SHYUUU *
B: ^(GASP) I'm a real boy!
B: With wings
SFX: * FLUTTER *

Action: B1 MORPH BREAK DOWN B2 B3 B4 S/A B3 wings sprout out

Timing:

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1034/230

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ADVENTURE TIME



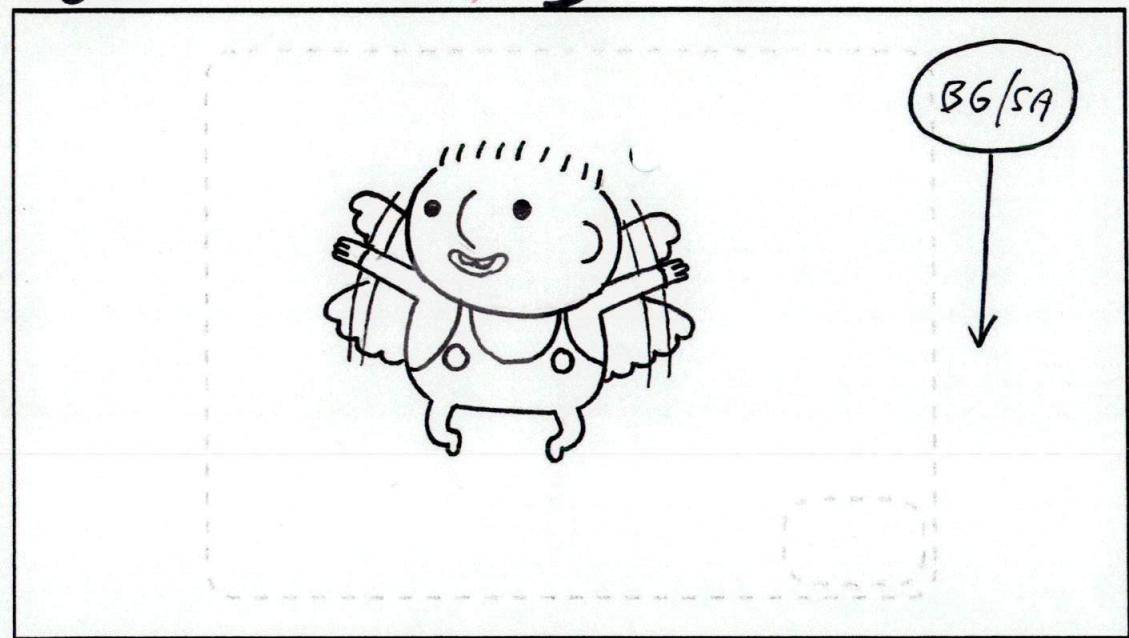
NO SC 57

Sc. 56

Pnl. D

Bg.

day night



Sc. 56

Pnl. E

Bg.

day night



Dialog:	<u>B:</u> and a halo	
Action:	- BMO STARTS FLYING.	
Timing:		AUG 14 2015

1034/230

EPISODE # 1034-230

Production :

1034/230

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ADVENTURE TIME



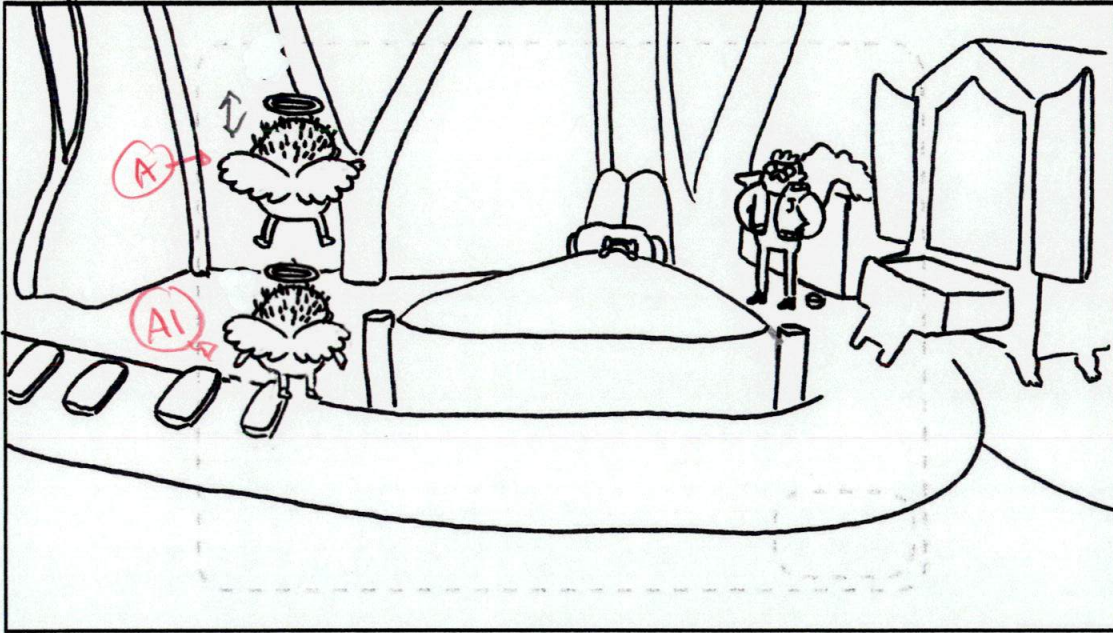
Page 78

Sc. 58

Pnl. A

Bg.

day night

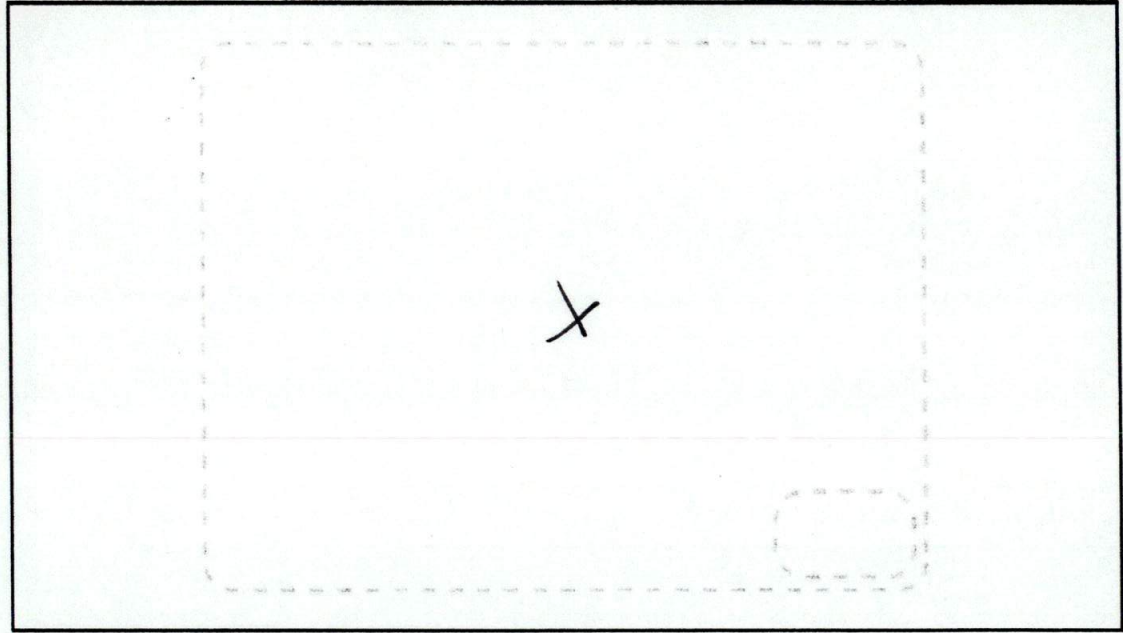


Sc.

Pnl.

Bg.

day night



Dialog:

BMO: (VO) HA- HA- HA-

Action:

-BMO HOVERS, FLAPPING WINGS.



DETAIL
POS (A)

Timing:

AUG 14 2015

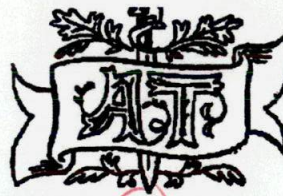
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



NO SC 59

Page 79
day night

Sc. 58 CONT

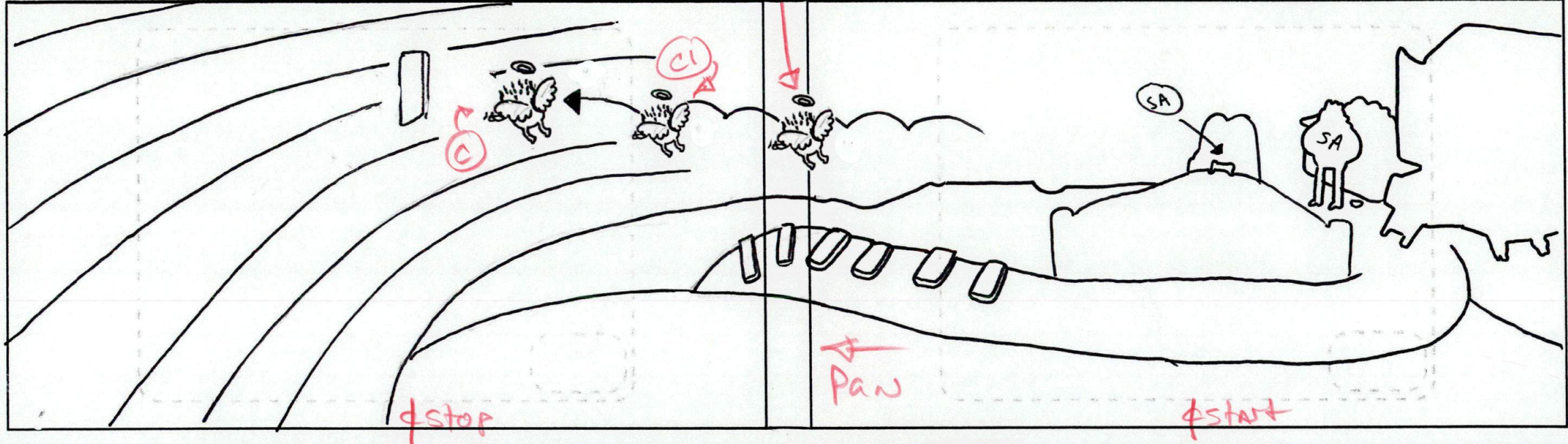
C Bg.

B

Sc 58

Pnl.

Bg.



Dialog:	BMO: (VO) HA HA HA	(B1)
Action:	- Bmo flies out window. - PAN w/ BMO.	(C2)
Timing:	AUG 14 2015	

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



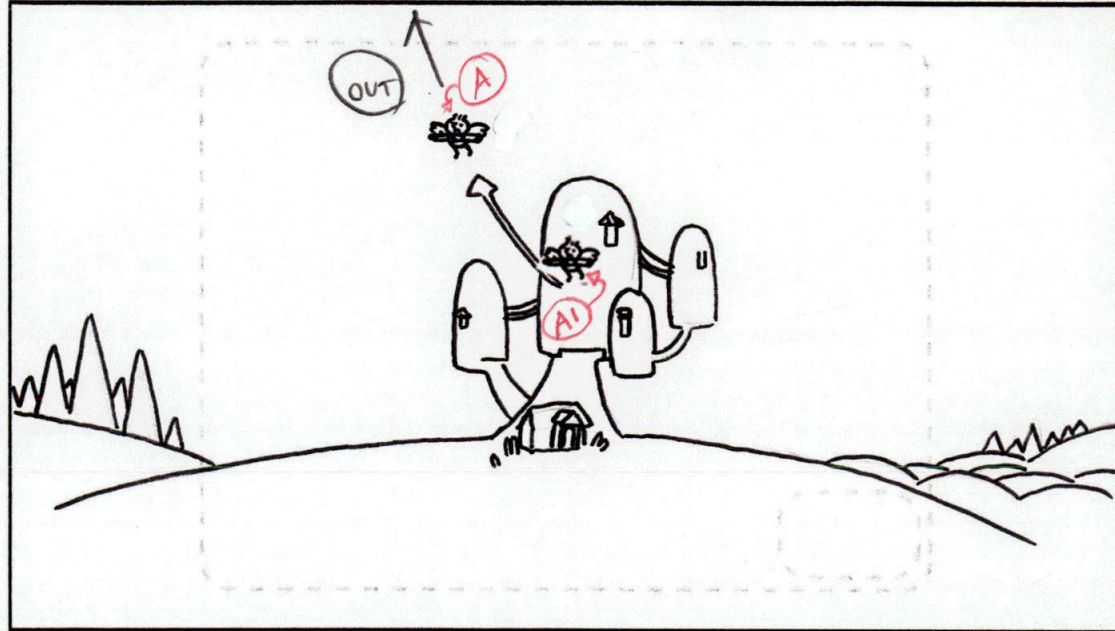
Page 80

Sc. 60

Pnl. A

Bg.

day night



Sc. 61

Pnl. A

Bg.

day night



Dialog:

BMO: HA HA HA

F: What's happening?

Action:

-BMO FLIES OFF/S.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

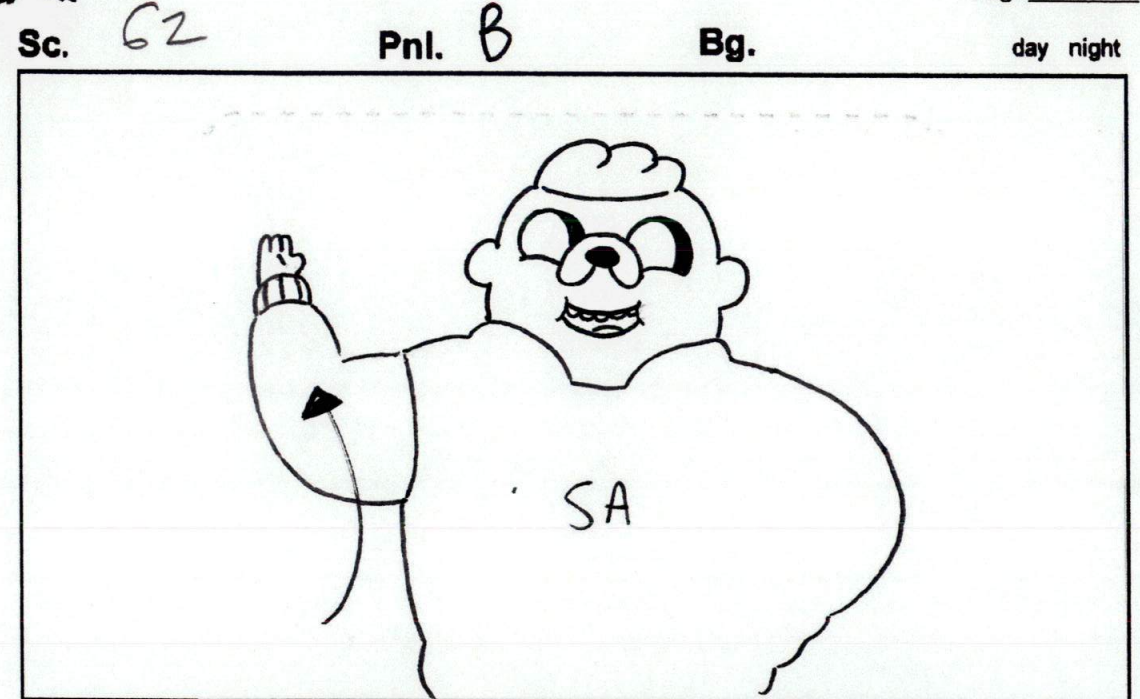
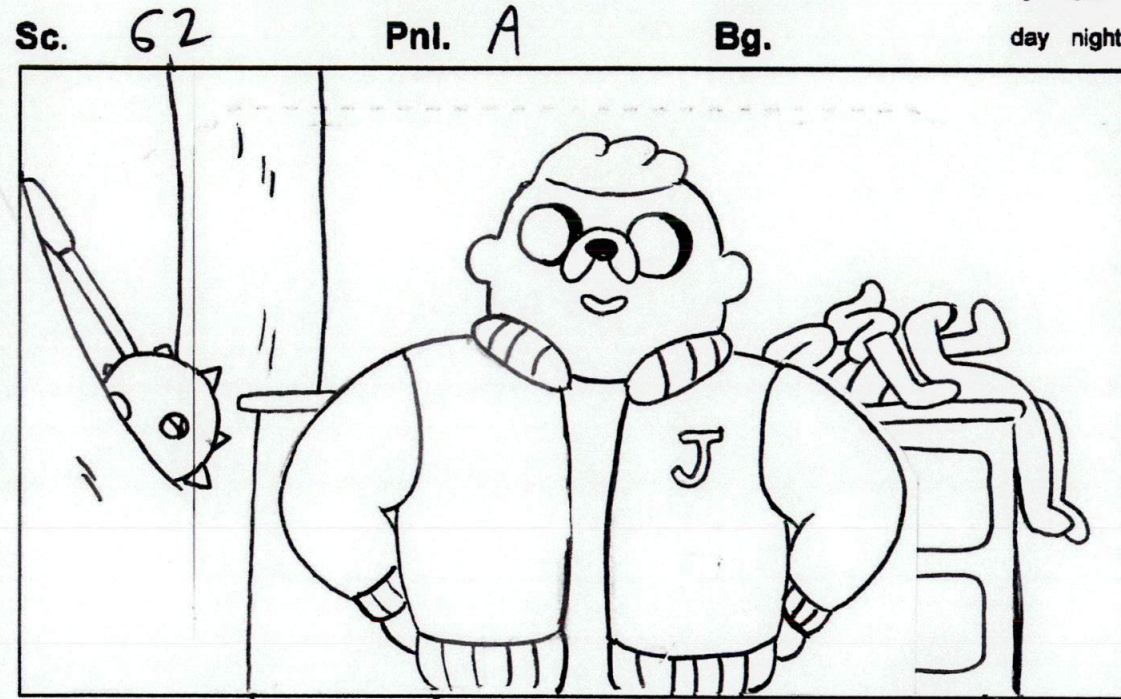
1034/230

1034/230

ADVENTURE TIME



Page 81

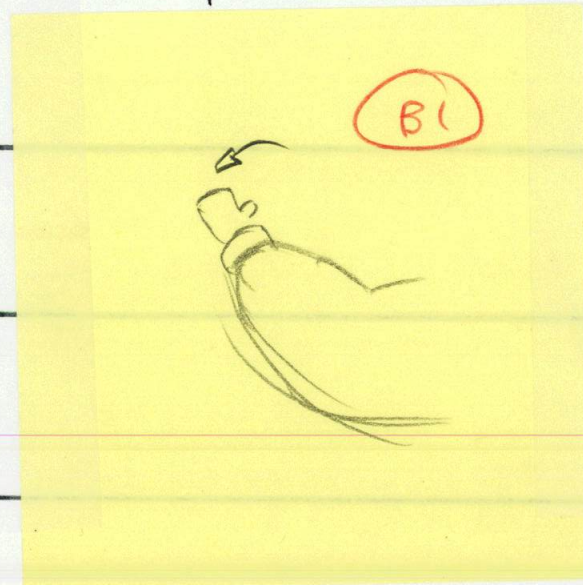


Dialog: J: I don't know but it probably has something to do-- J: with your weirdo eyes.

Action:

Timing:

AUG 14 2015



EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



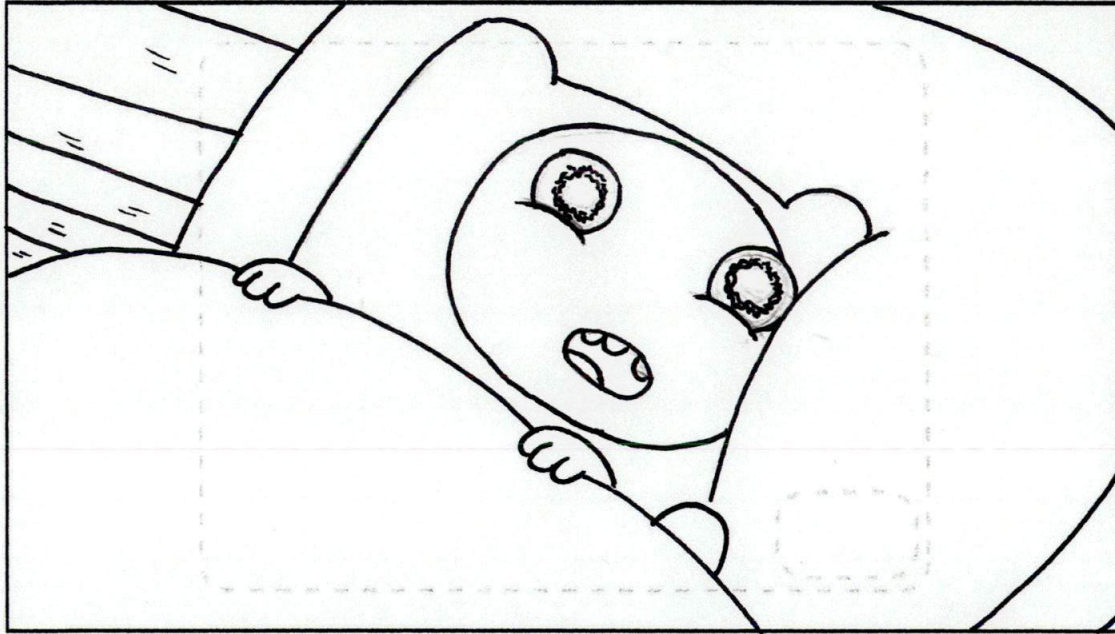
Page 82

Sc. 63

Pnl. A

Bg.

day night

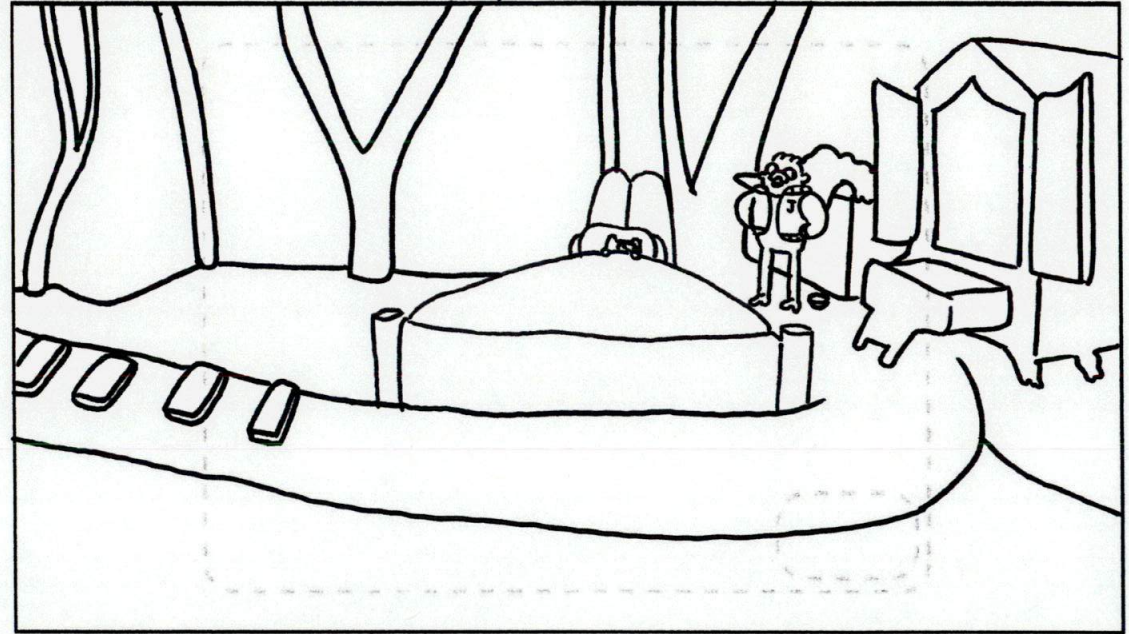


Sc. 64

Pnl. A

Bg.

day night

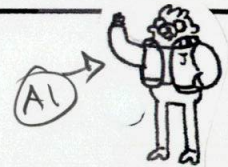


Dialog:

F: Something is wrong
with my eyes?

Action:

Timing:



AUG 14 2015

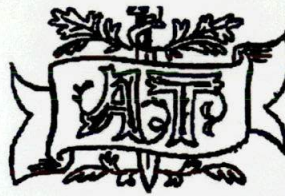
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



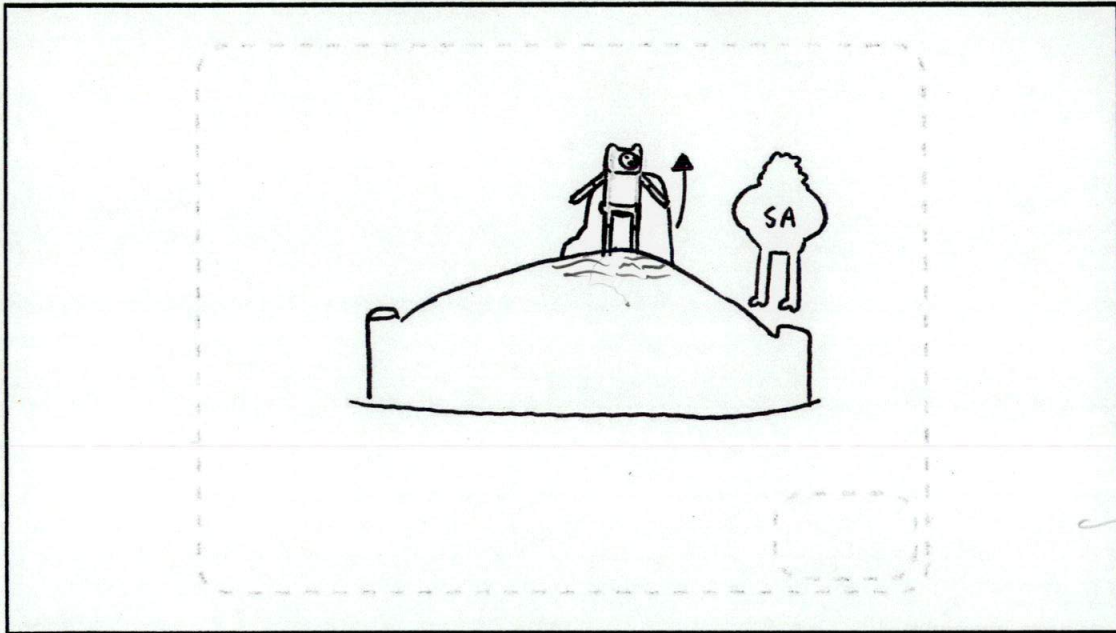
Page 83

Sc. 64

Pnl. B

Bg.

day night

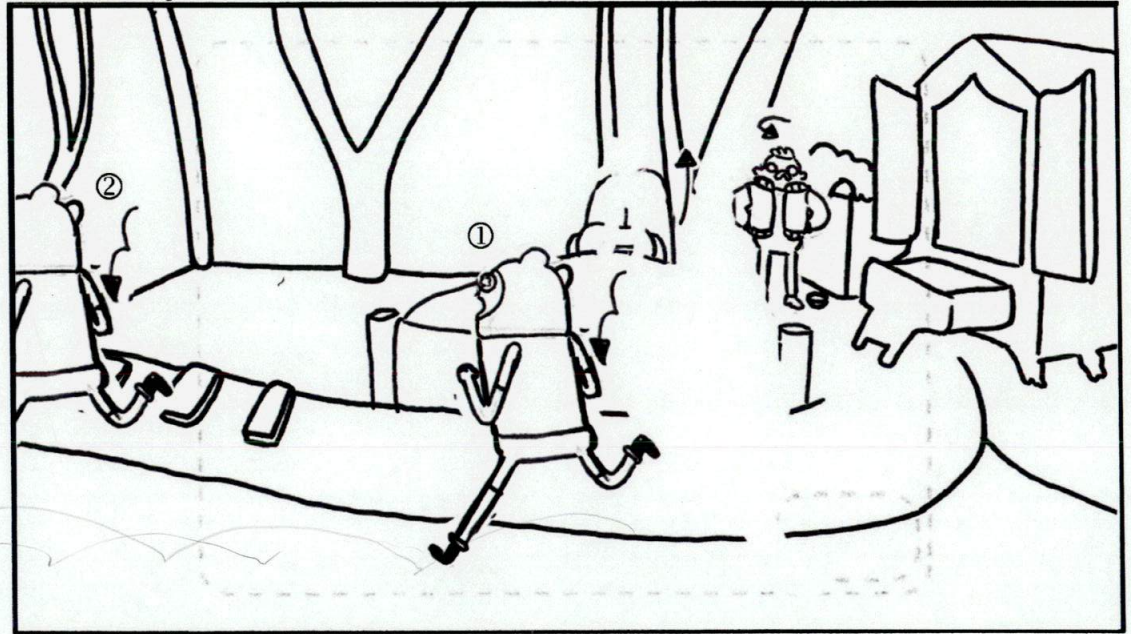


Sc. 64

Pnl. C

Bg.

day night



EPISODE # 1034-230

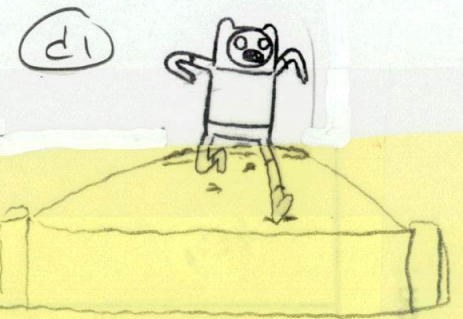
Dialog:

Action:

- Finn hops out of bed.

- F. RUNS OFF/S

Timing:



AUG 4 2015

1034/230

1034/230

ADVENTURE TIME



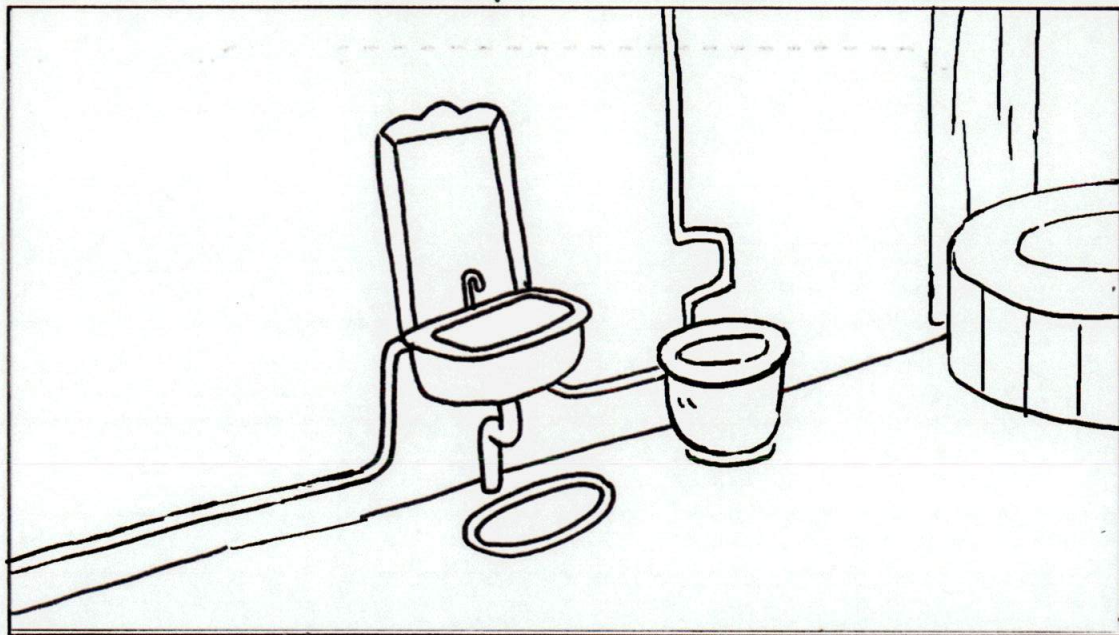
Page 84

Sc. 65

Pnl. A

Bg.

day night

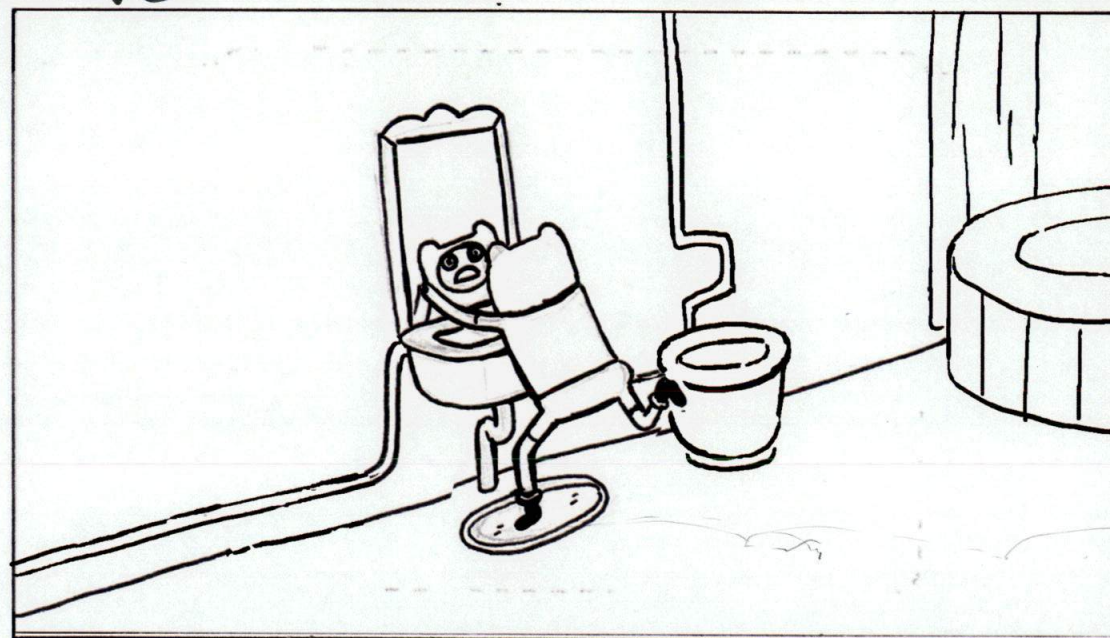


Sc. 65

Pnl. B

Bg.

day night

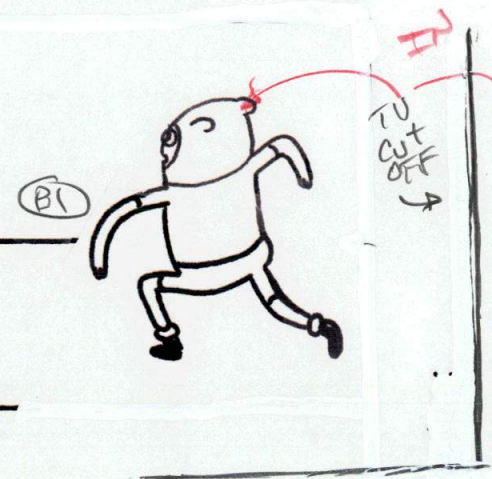


Dialog:

Action:

-F. Runs to a mirror.

Timing:



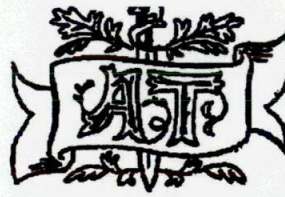
AUG 4 2015

EPISODE # 1034-230

1034/230

1034/230

ADVENTURE TIME



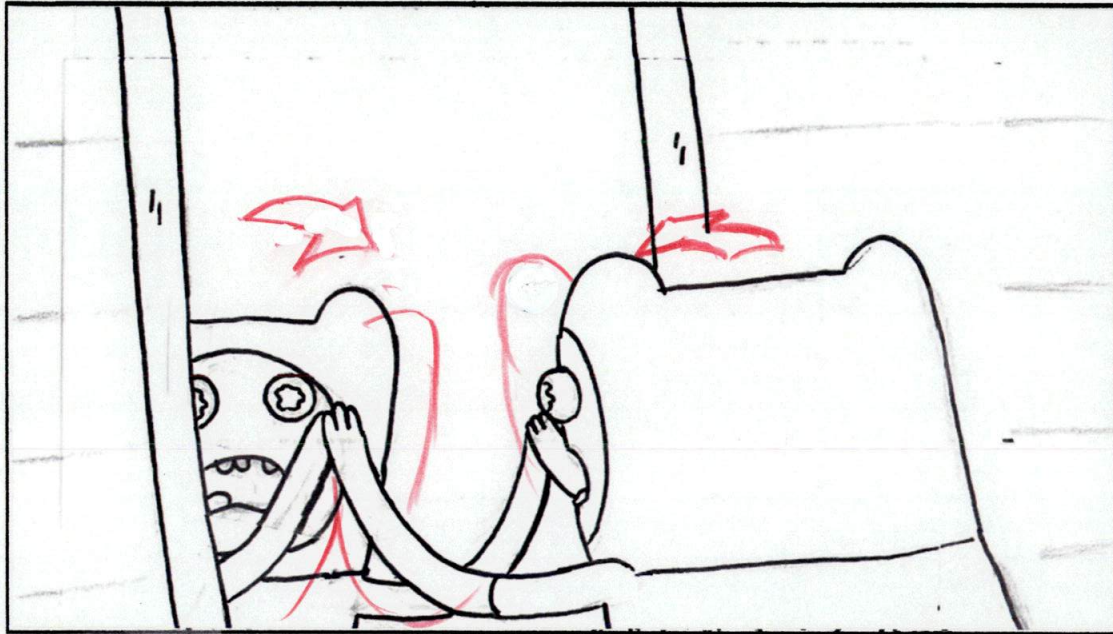
Page 85

Sc. 66

Pnl. A

Bg.

day night

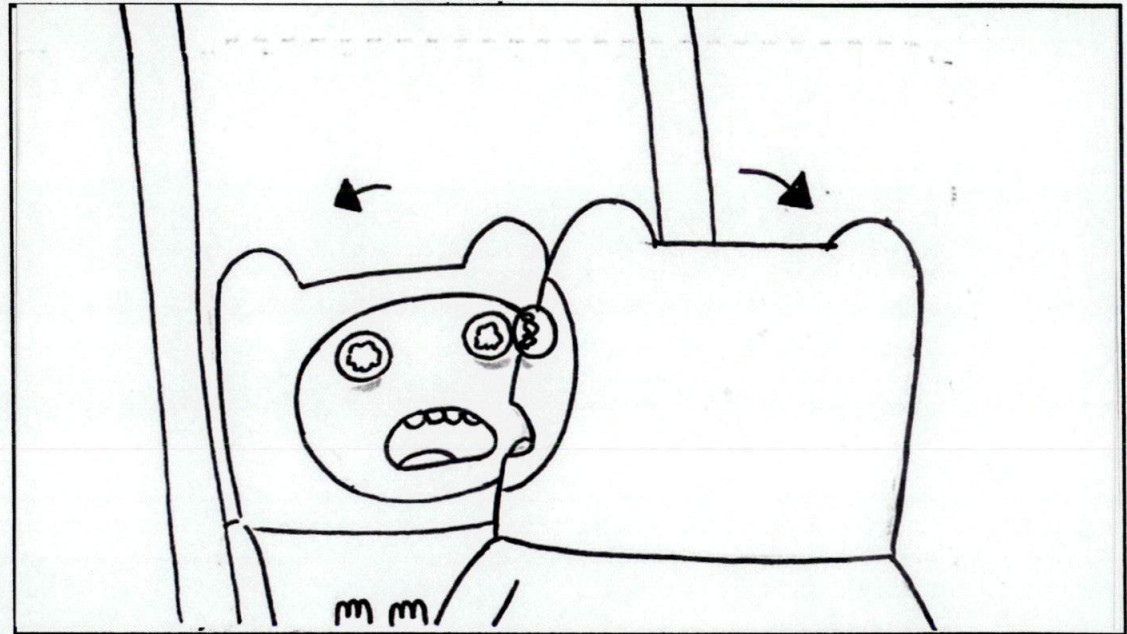


Sc. 66

Pnl. B

Bg.

day night

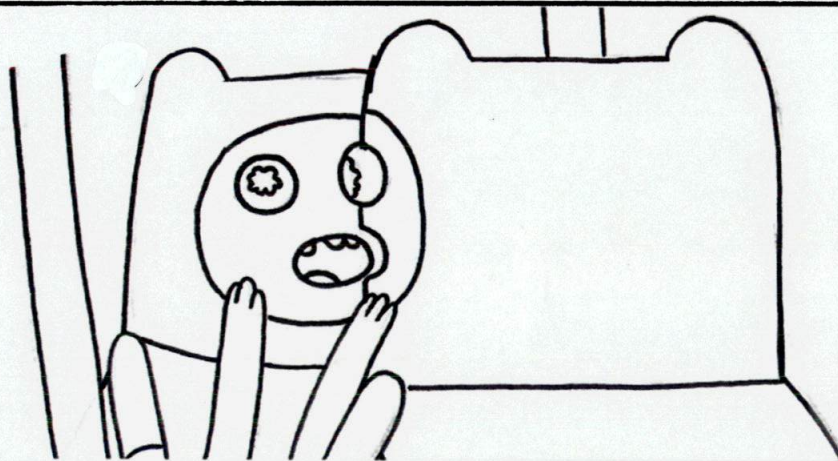


Dialog:

Action:

Timing:

(A)



F: AHHH!! HERMIT EYES!!
DEAD HERMIT EYES

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



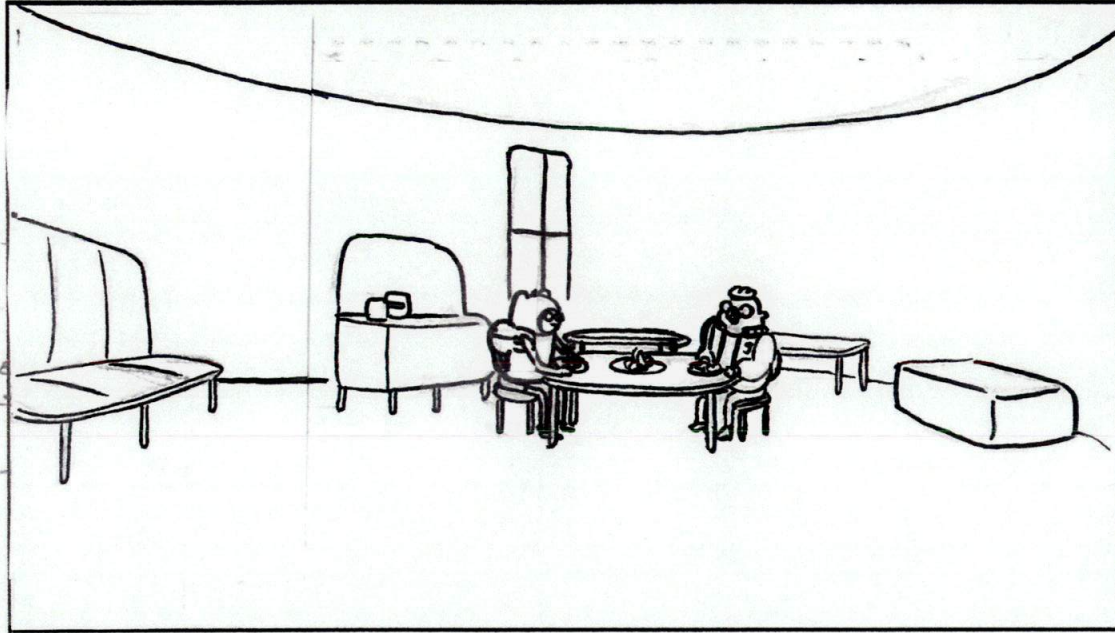
Page 86

Sc. 67

Pnl. A

Bg.

day night

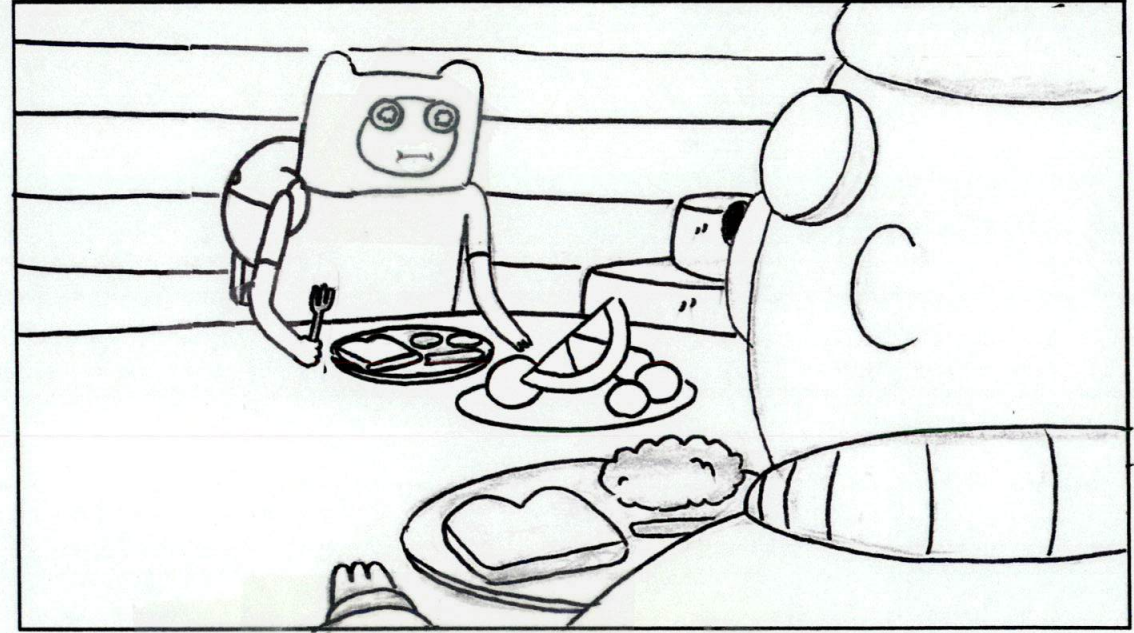


Sc. 68

Pnl. A

Bg.

day night

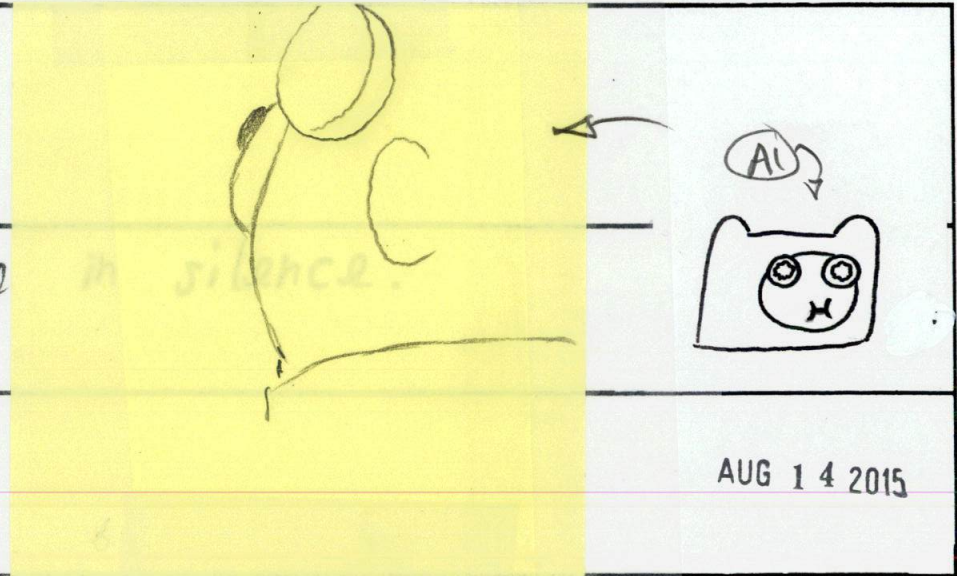


Dialog:

Action: CUT TO Breakfast TABLE.

- F+J Eating
IN SILENCE

Timing:



AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



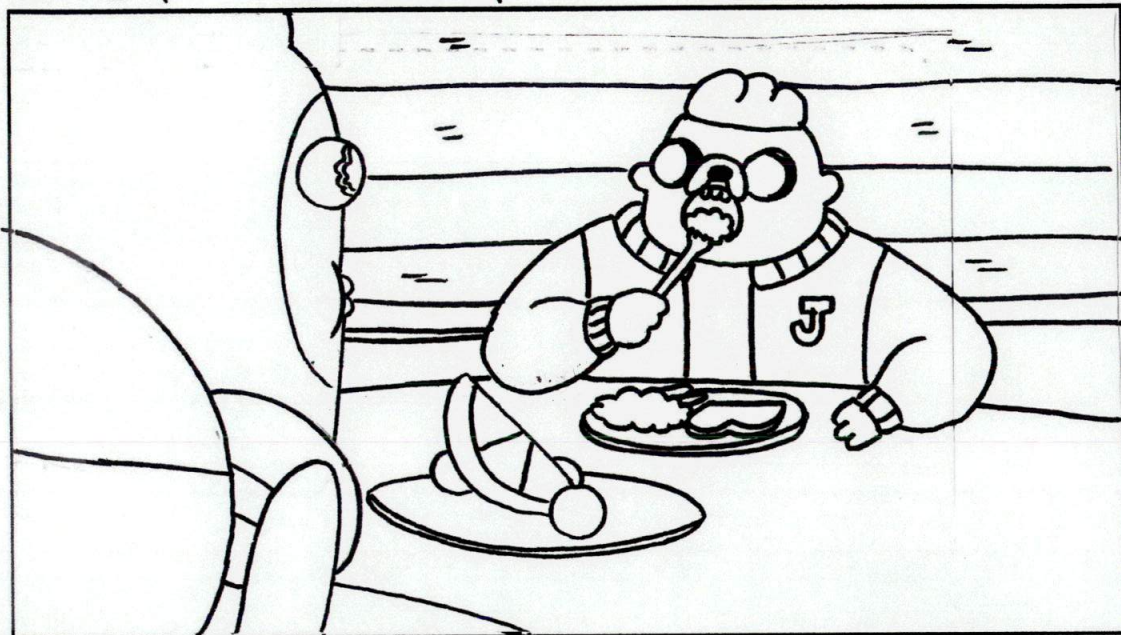
Page 87

Sc. 69

Pnl. A

Bg.

day night

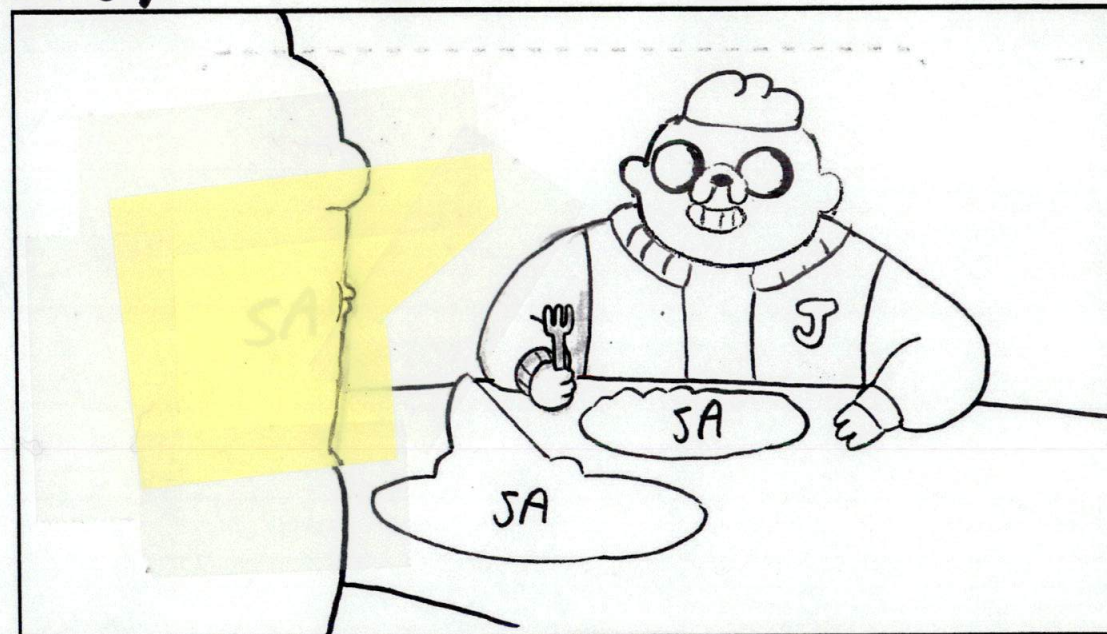


Sc. 69

Pnl. B

Bg.

day night



Dialog:

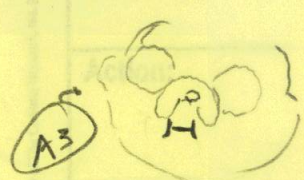
① [EATING]

①

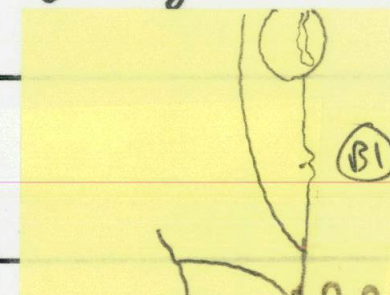


J: HEH, it's fine

J smiling like everything is cool.



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1034/230

1034/230

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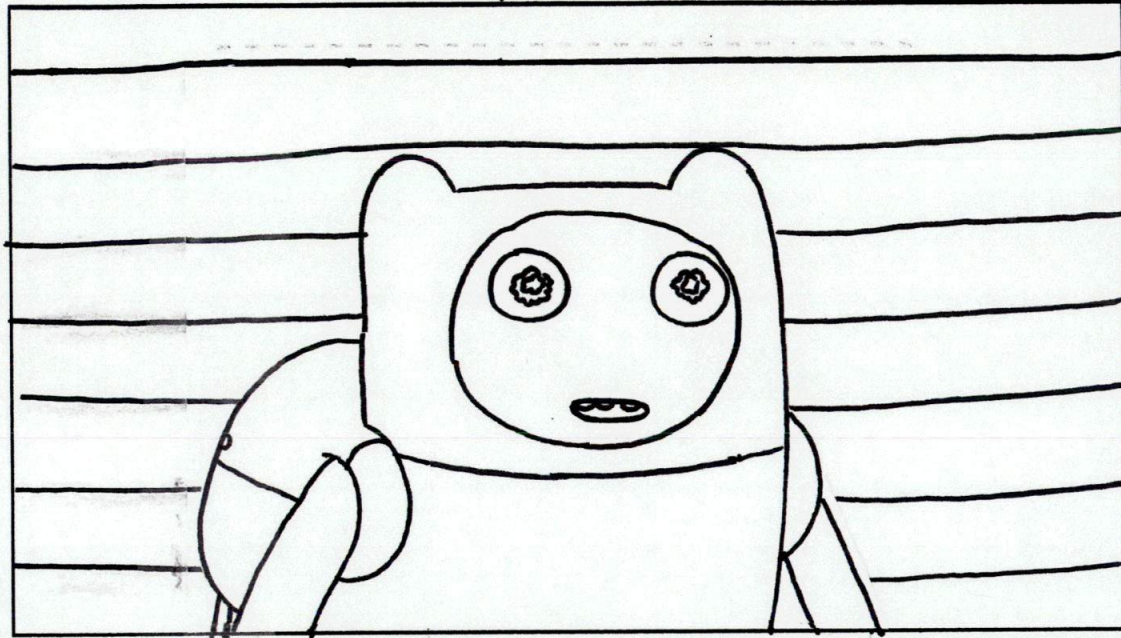
Page 88

Sc. 70

Pnl. A

Bg.

day night

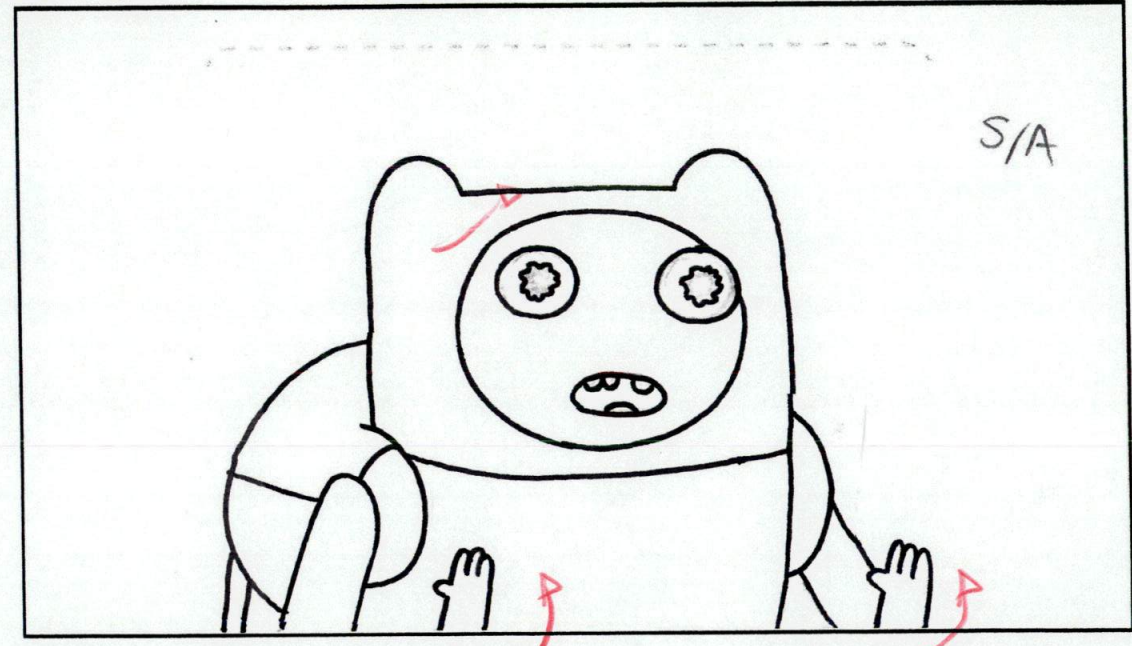


Sc. 70

Pnl. B

Bg.

day night



Dialog:

F: Do you think the hermit
did this...

F: To punish me for grabbing
his shades?

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

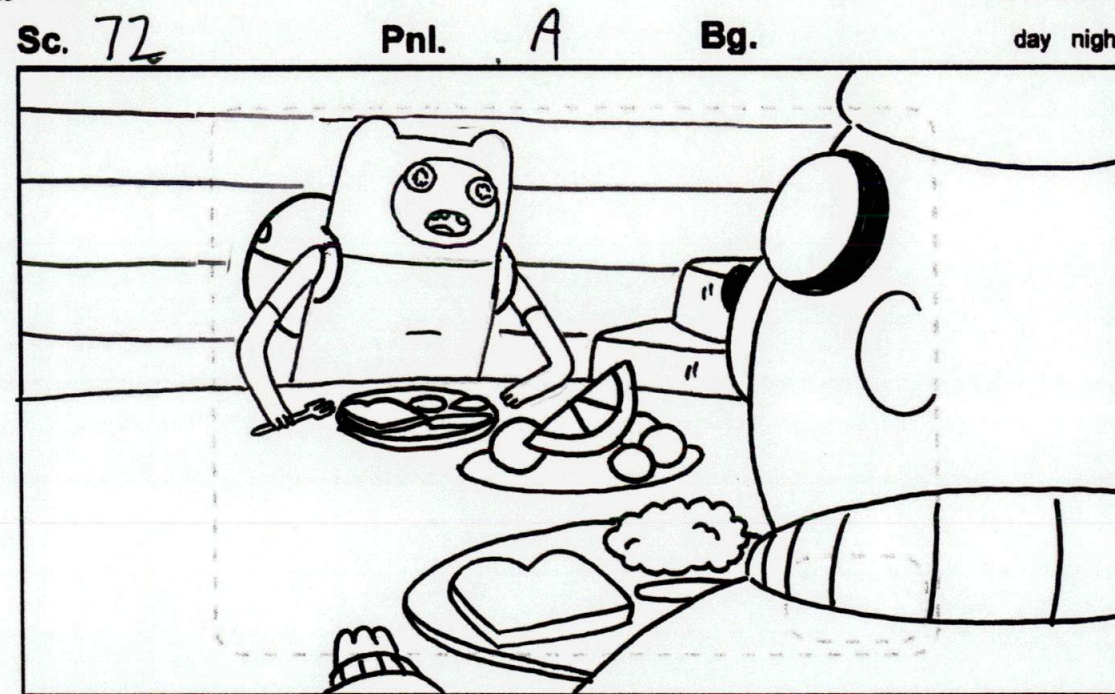
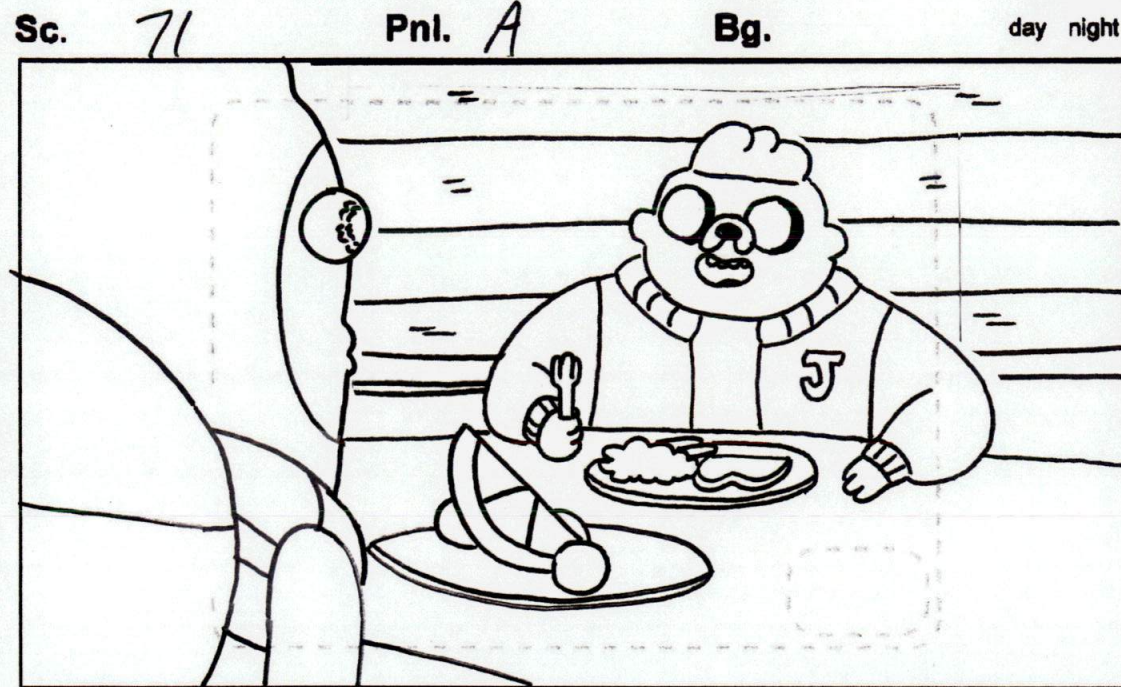
Production :

1034/230

ADVENTURE TIME



Page 89



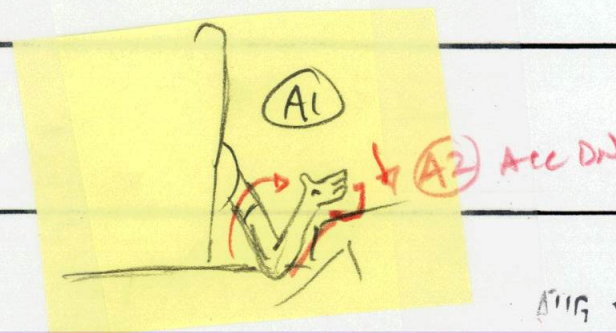
Dialog:

J: I THINK MAYBE the eyes ARE
the treasure...

F: So then, am I making people what
they want to be?

Action:

Timing:



AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



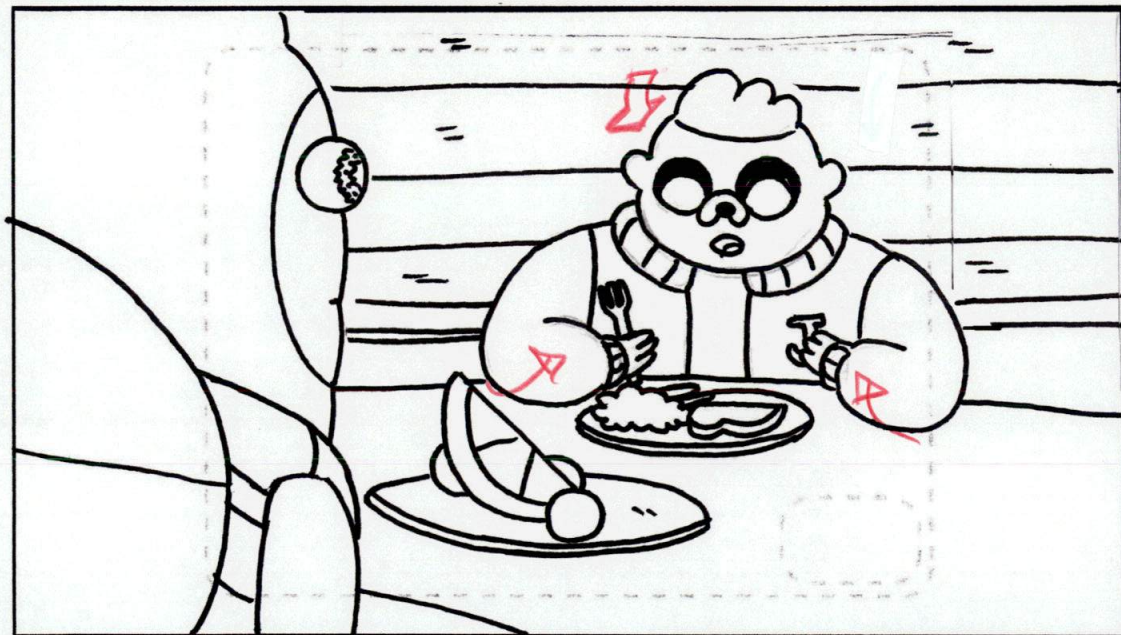
Page 90

Sc. 73

Pnl. A

Bg.

day night

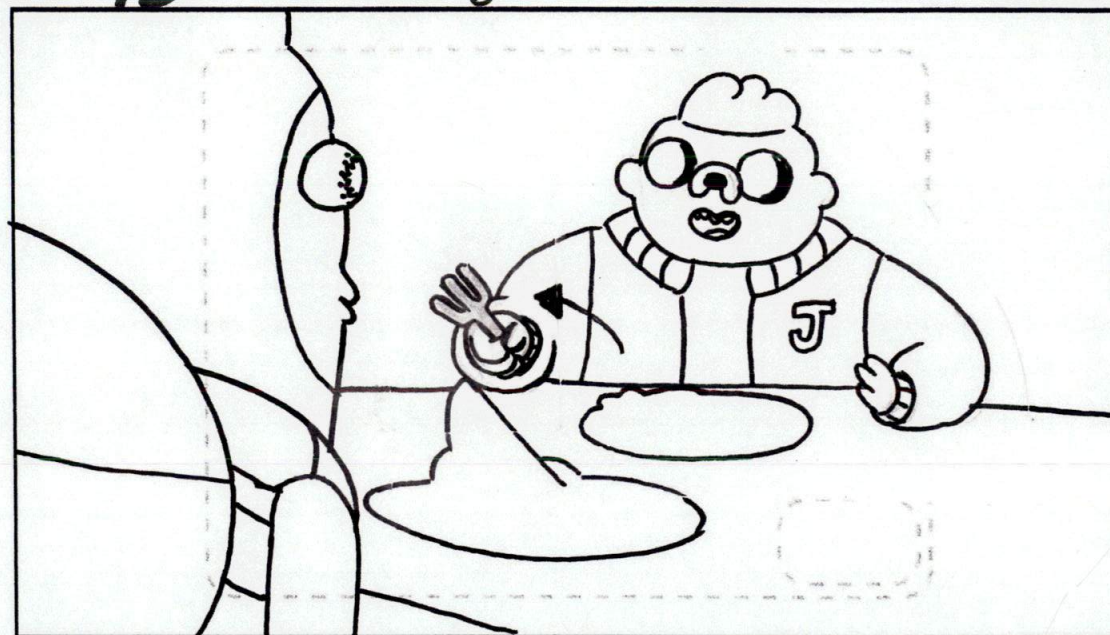


Sc. 73

Pnl. B

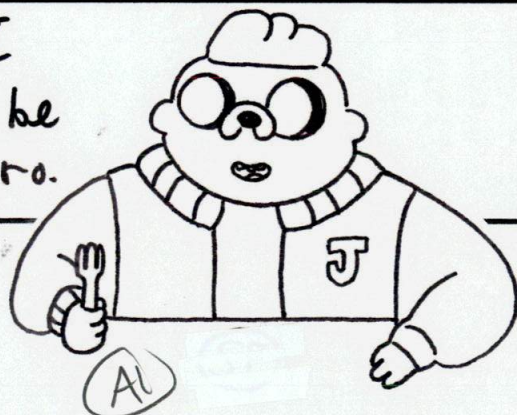
Bg.

day night



Dialog:

J: No. because I
don't want to be
this awesome sweater bro.



J: BUT Maybe thats how
YOU SEE me ...

Action:

Timing:

AUG 14 2015

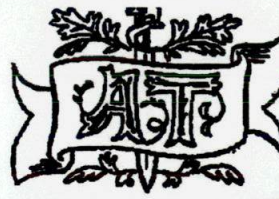
1034-230

EPISODE #

Production :

1034/230

ADVENTURE TIME



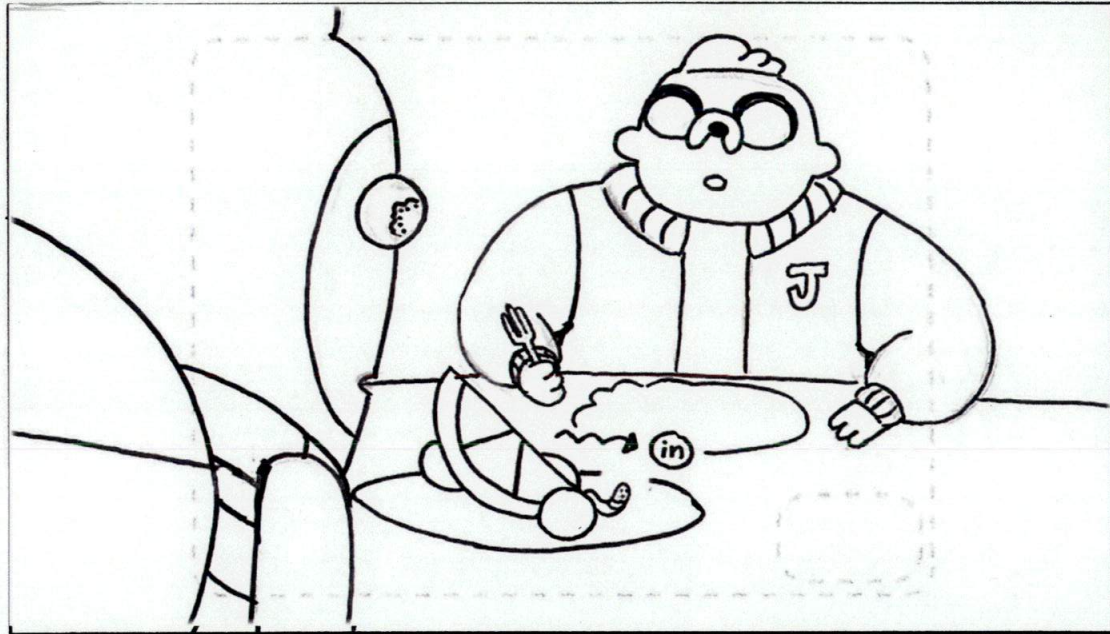
Page 91

Sc. 73

Pnl. C

Bg.

day night

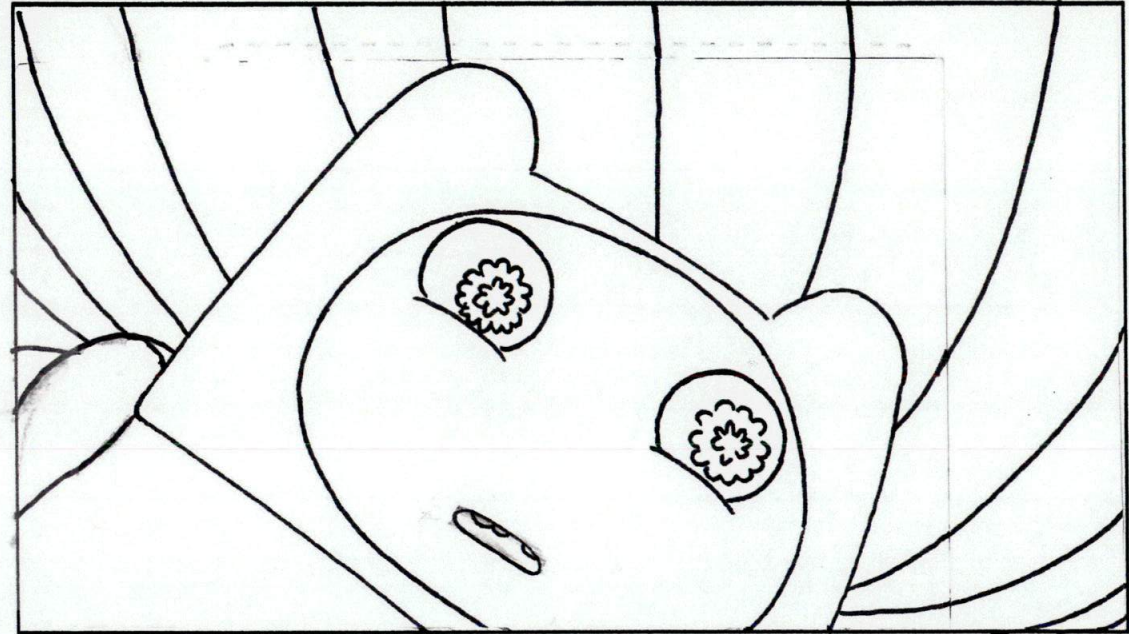


Sc. 74

Pnl. A

Bg.

day night



Dialog: Shelby: HEY, DUDES. NICE EYES Finn ...



Action: Shelby crawls from behind a slice of grapefruit.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

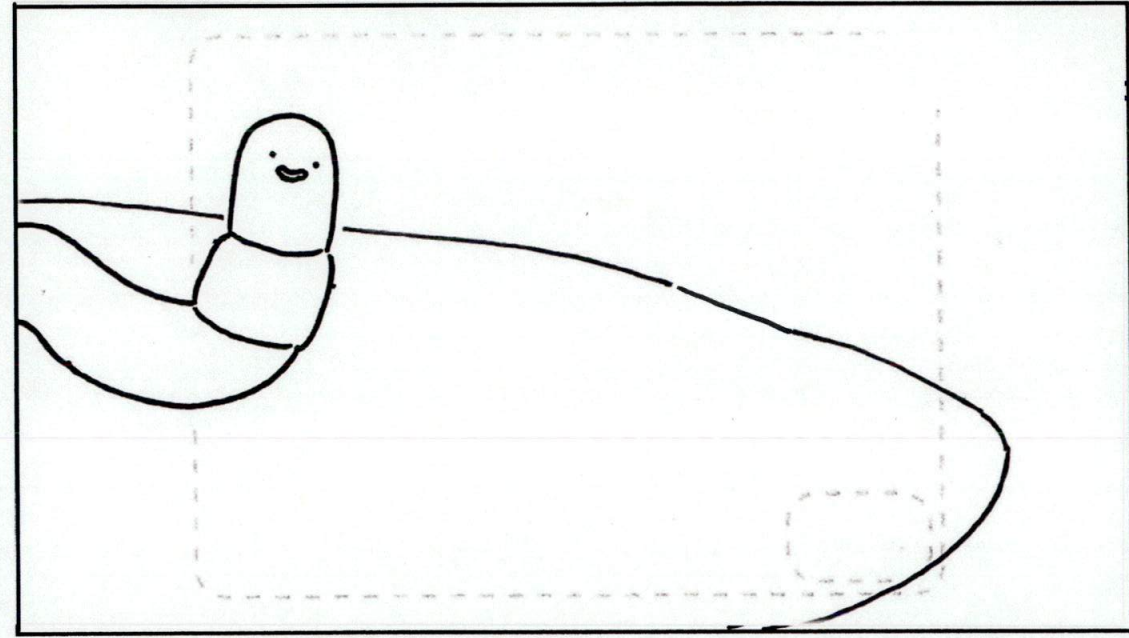
1034/230

1034/230

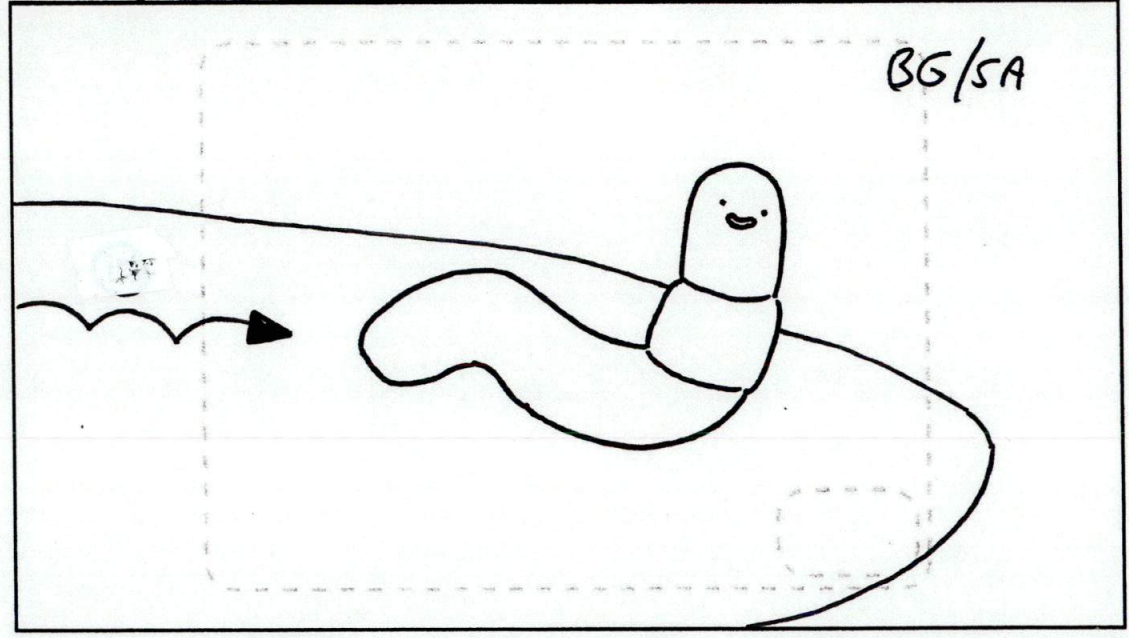
ADVENTURE TIME



Sc. 74A Pnl. A Bg. day night



Sc. 74A CONT Pnl. B Bg. day night



Dialog:	<u>S:</u> WHAT'S THE WORD....
Action:	
Timing:	AUG 14 2015

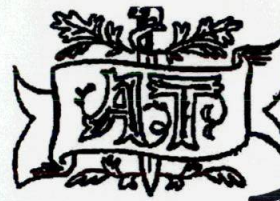
1034-230
EPISODE #

Production :

1034/230

1034/230

ADVENTURE TIME



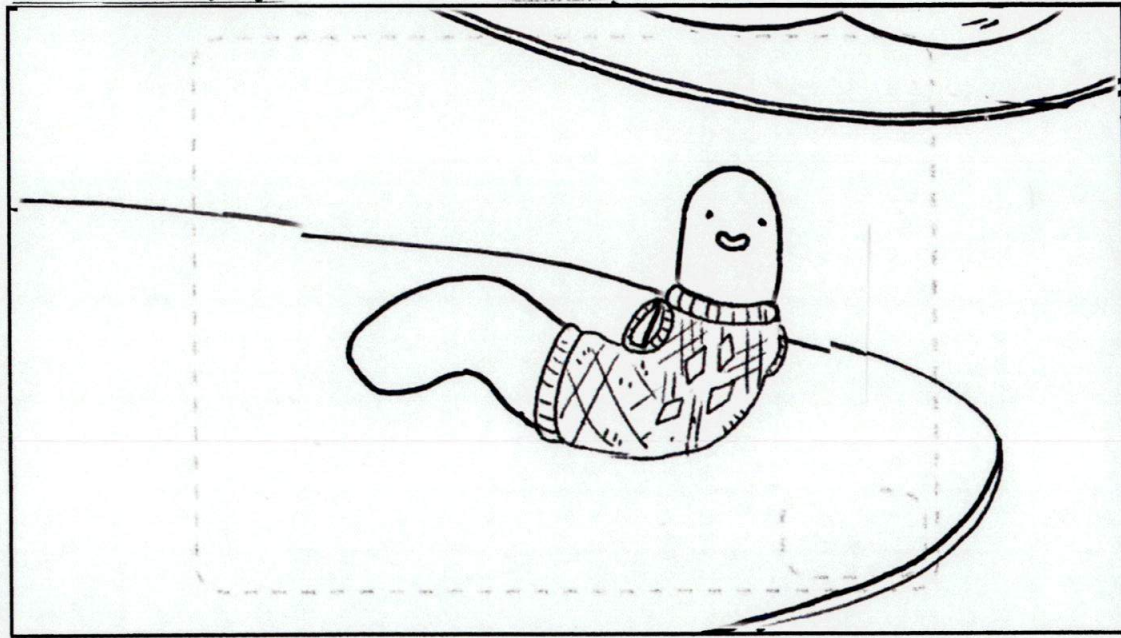
Page 93

Sc. 74A CONT

Pnl. C

Bg.

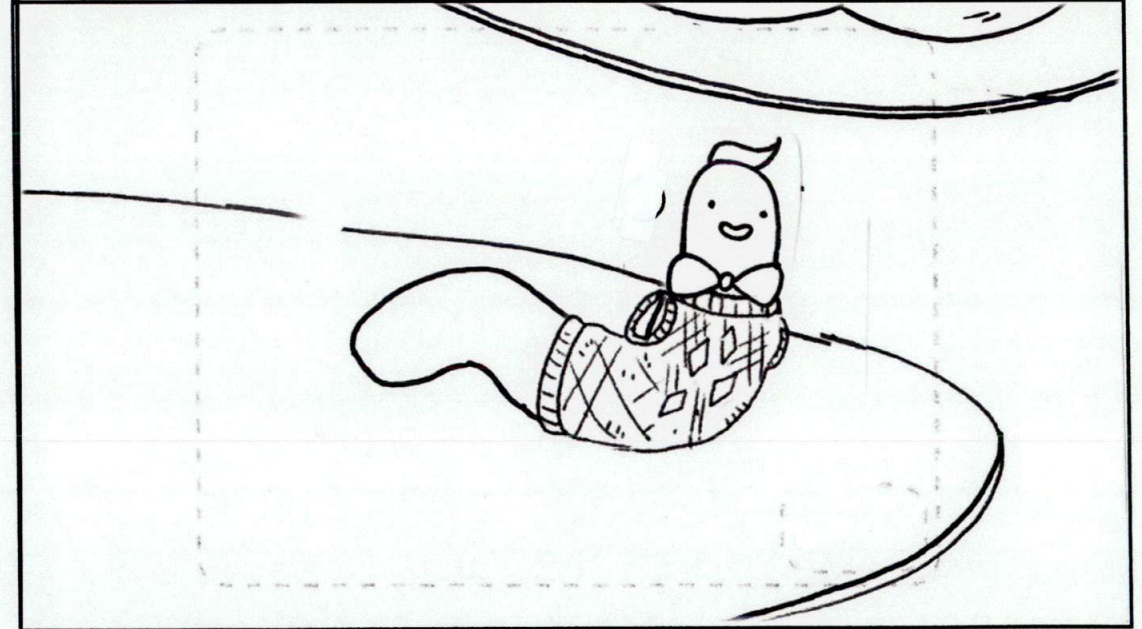
day night



Sc. 74A CONT Pnl. D

Bg.

day night



Dialog:

S: WHAT'S THE HAPS.

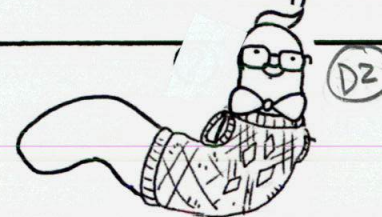
S: What's your major?...
(NERDY)

S: (NERDY CHUCKLE) HUM-HYUM-HYUM..

Action:

Shelby turns into NERD.

Appears: bowtie, oily hair,
and thick glasses



Timing:

AUG 14 2010

EPISODE # 1034-230

1034/230

ADVENTURE TIME

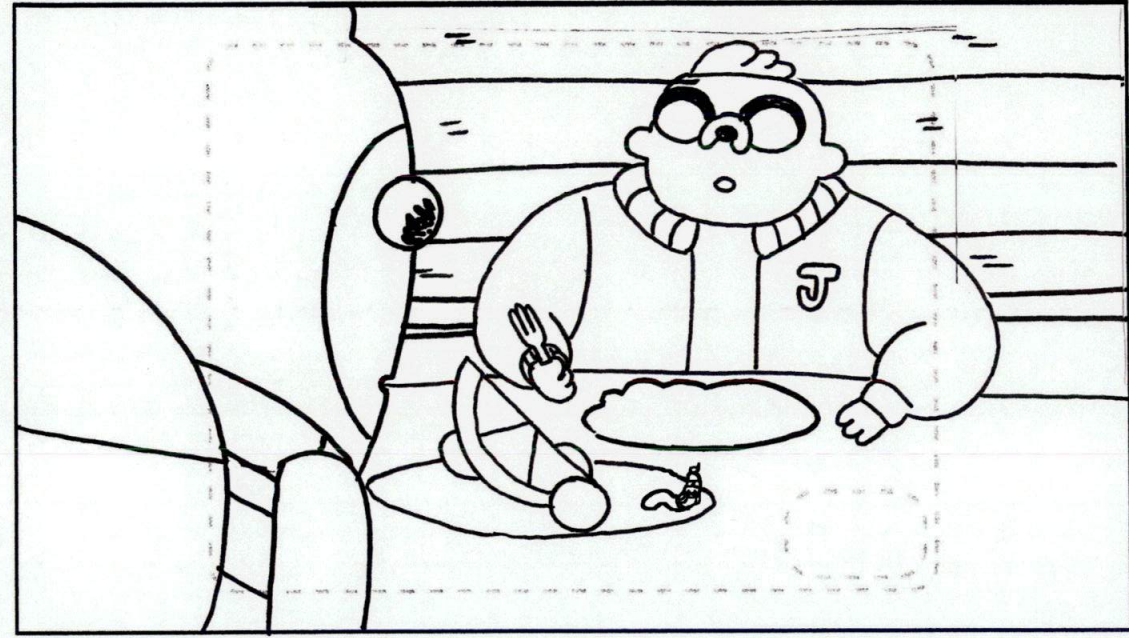


Sc. 75

Pnl. A

Bg.

day night

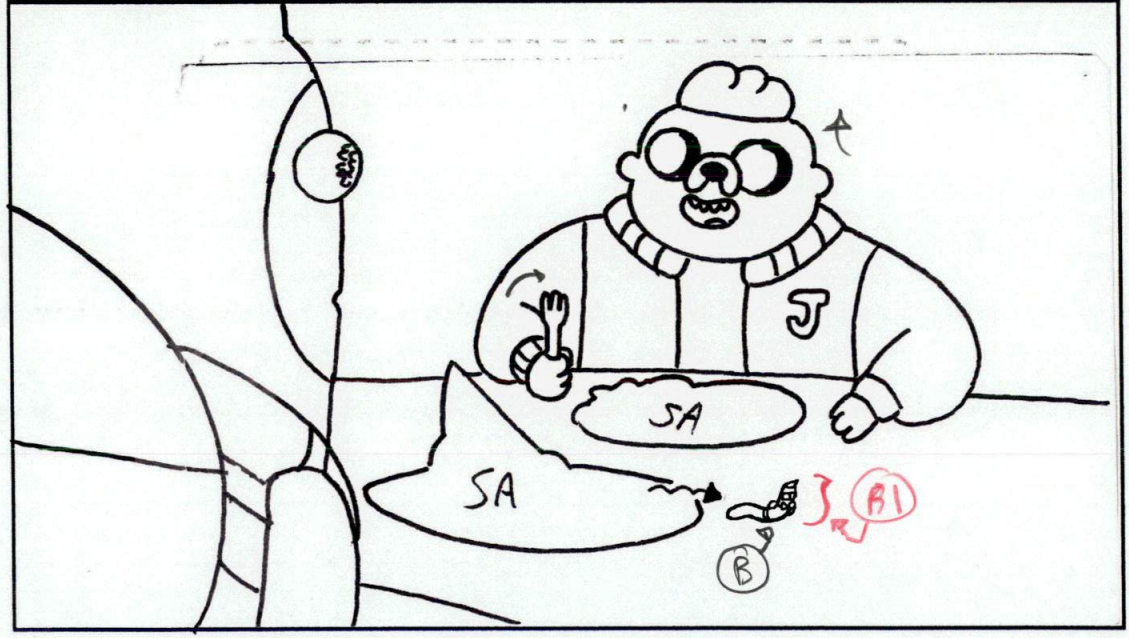


Sc. 75

Pnl. B

Bg.

day night



Dialog:	<p>shelby laughs. →</p> <p>S: You're a nerd</p> <p>JACK. whoa - Do you see shelby As A Bookish Nerd?</p>
Action:	
Timing:	

AUG 14 2015

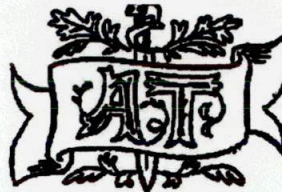
1034/230

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



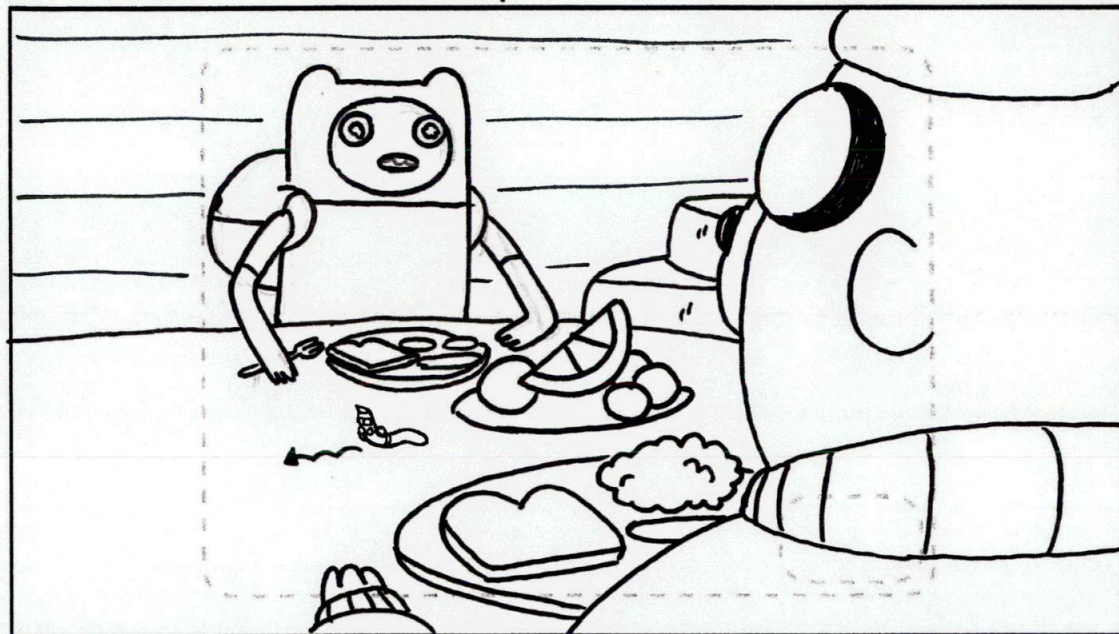
Page 95

Sc. 76

Pnl. A

Bg.

day night

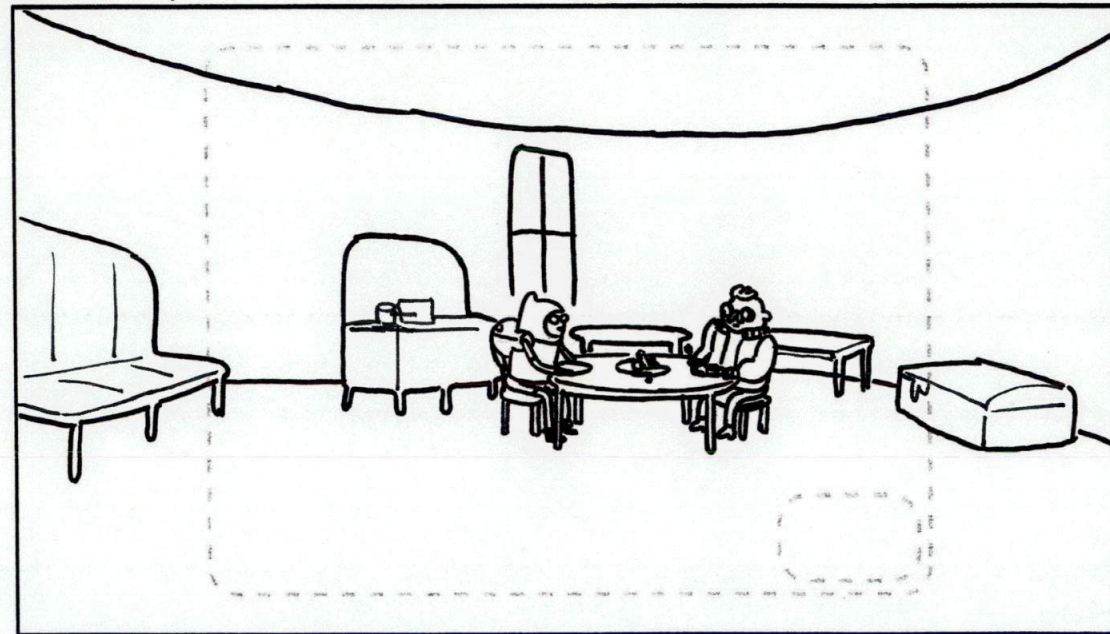


Sc. 77

Pnl. A

Bg.

day night



Dialog:	<u>F:</u> I don't know maybe ... IS THAT BAD?		<u>F:</u> HULLO? <u>SFX:</u> *PHONE RING*
Action:	DETAIL pds (A) 	- phone rings. - finn reaches into backpack.	
Timing:	AUG 14 2015		

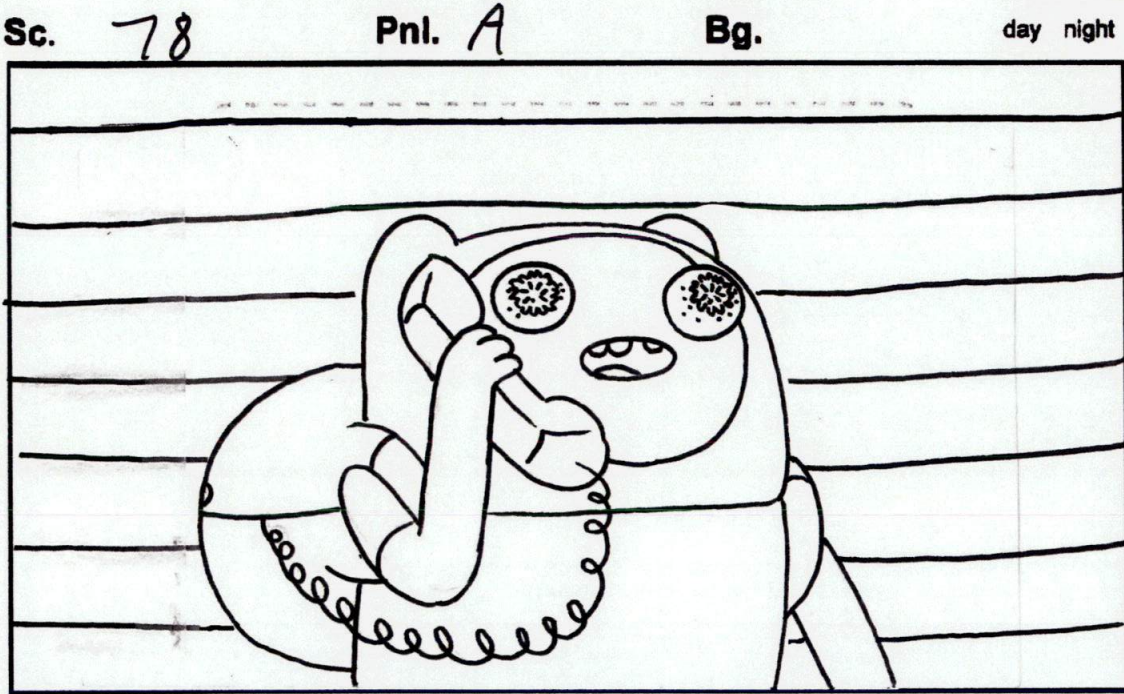
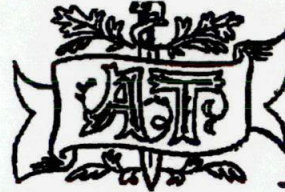
1034-230

EPISODE #

Production :

1034/230

ADVENTURE TIME



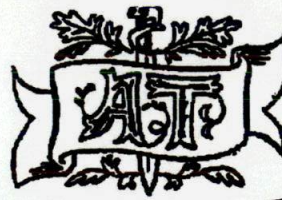
Dialog: F: Hiya PB, what's up? F: You need help with your speech? ... An emergency!?

Action:

Timing:

AUG 14 2015

ADVENTURE TIME



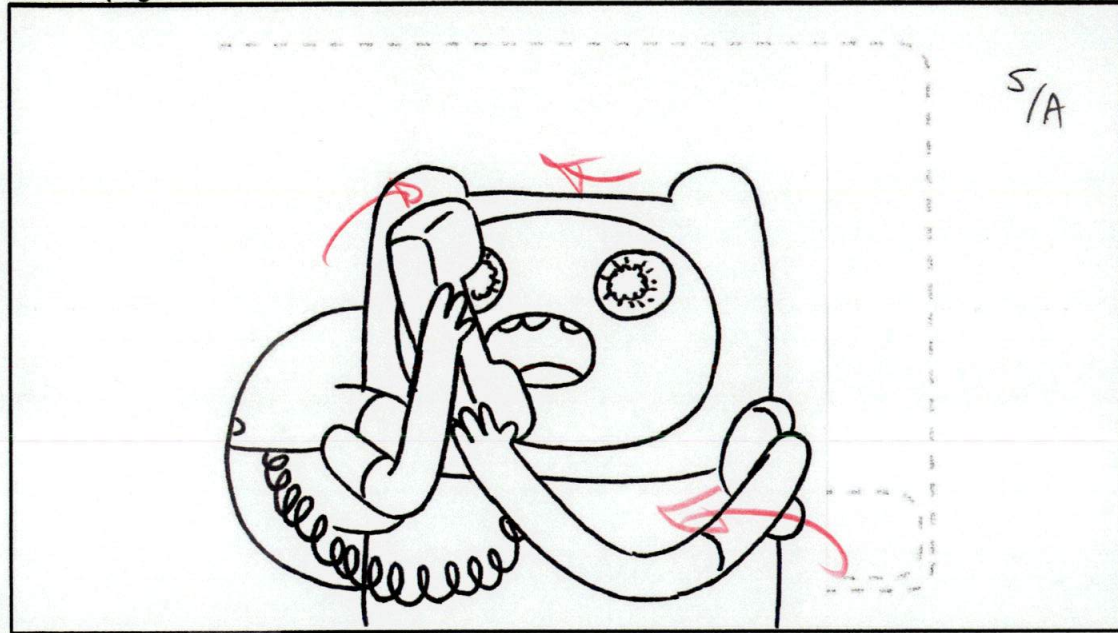
Page 97

Sc. 78

Pnl. C

Bg.

day night

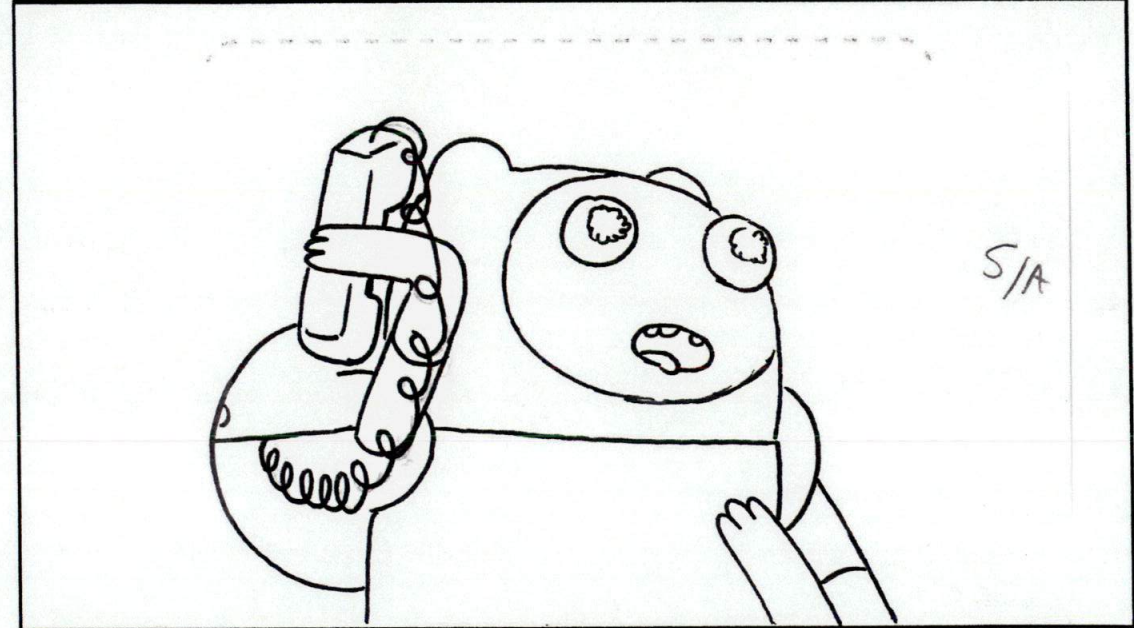


Sc. 78

Pnl. D

Bg.

day night



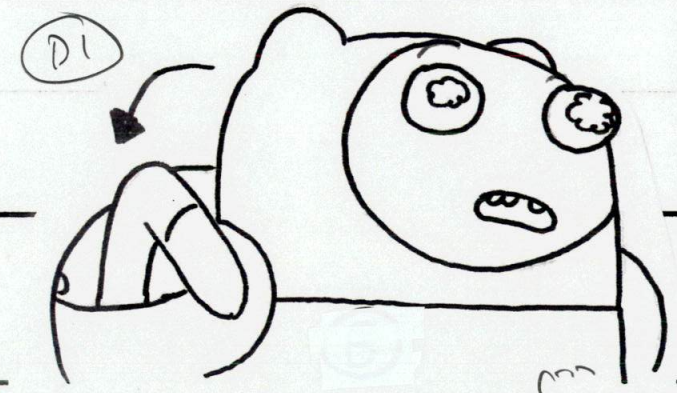
Dialog:

E: ON OUR WAY!

Action:

- F. PUTS PHONE AWAY.

Timing:



AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



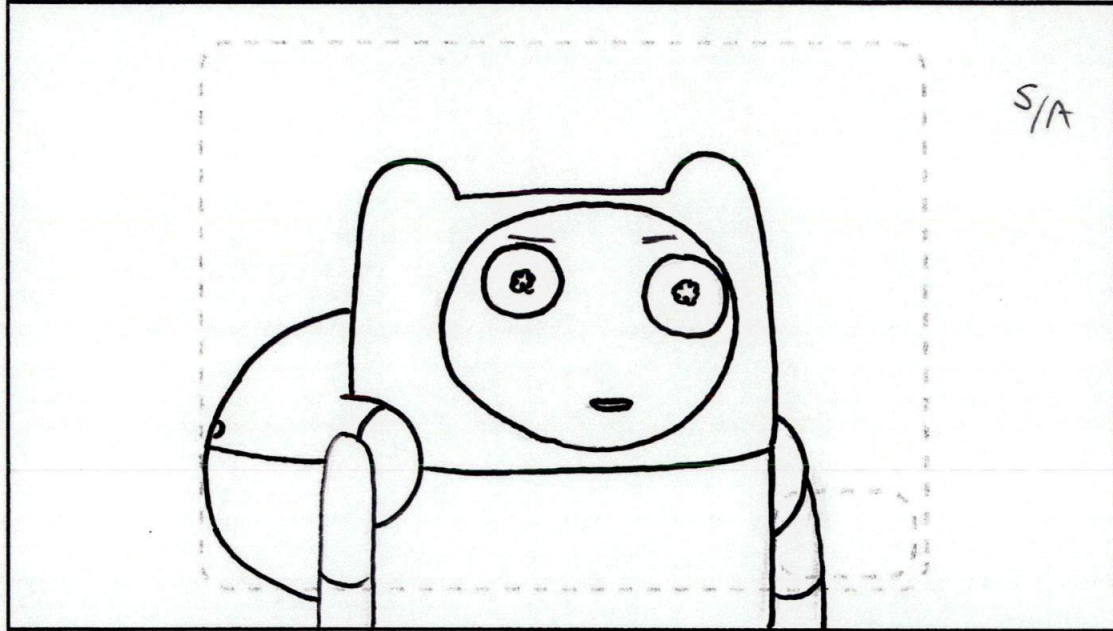
Page 98

Sc. 78

Pnl. E

Bg.

day night

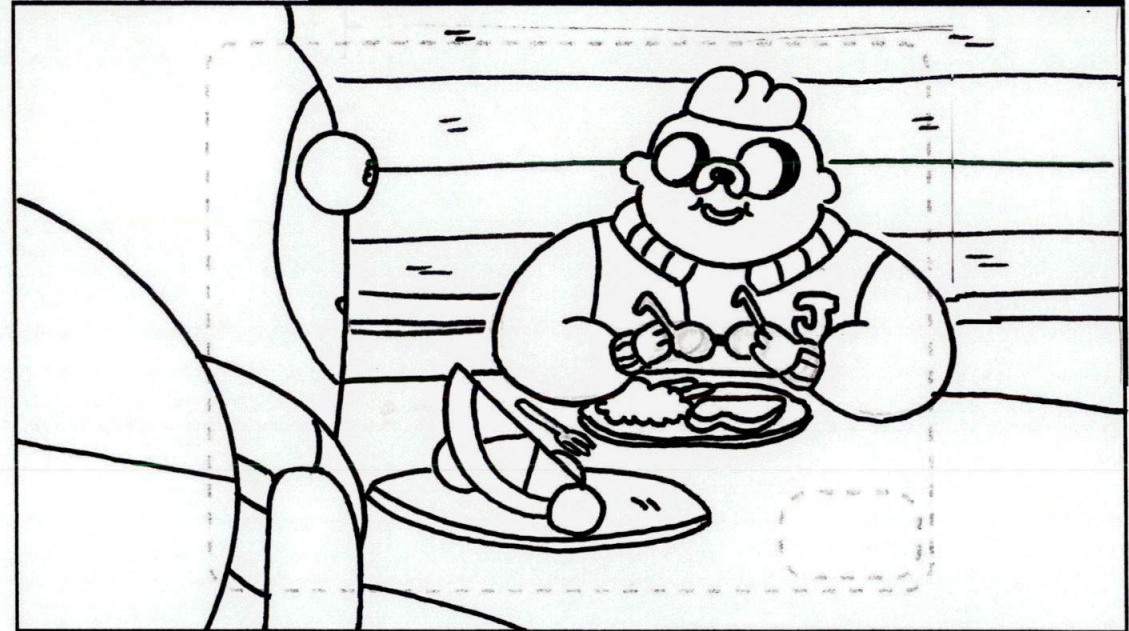


Sc. 79

Pnl. A

Bg.

day night



Dialog:

ⓕ LES'ROLL varsity Jake.

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

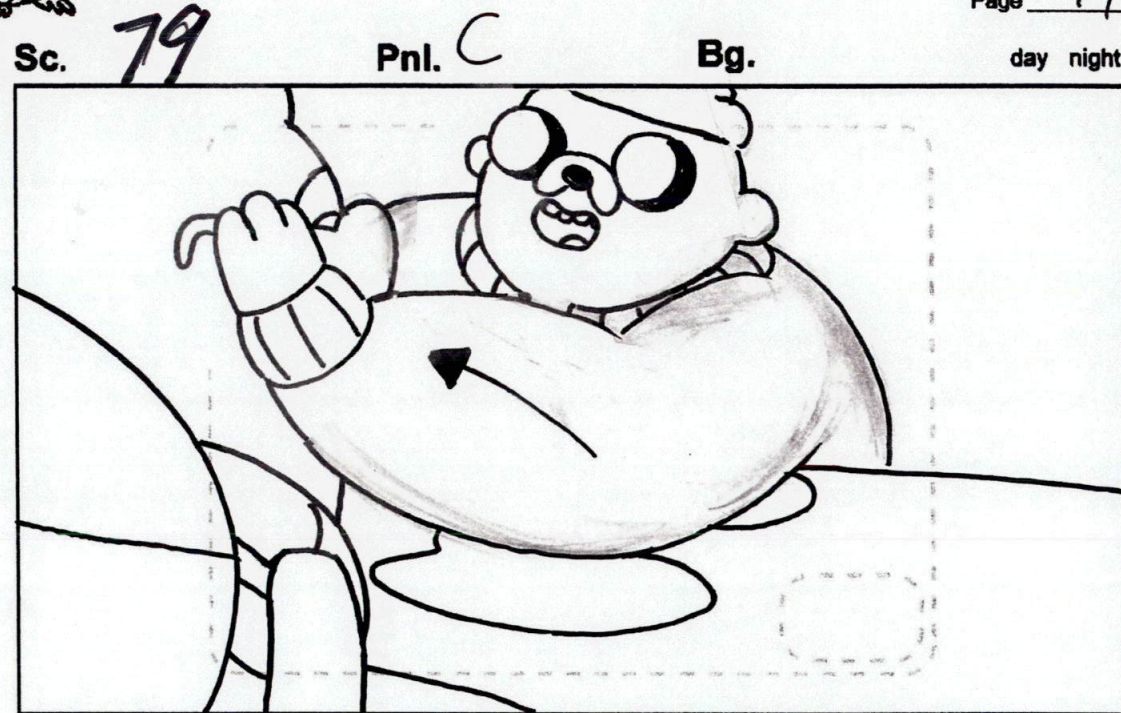
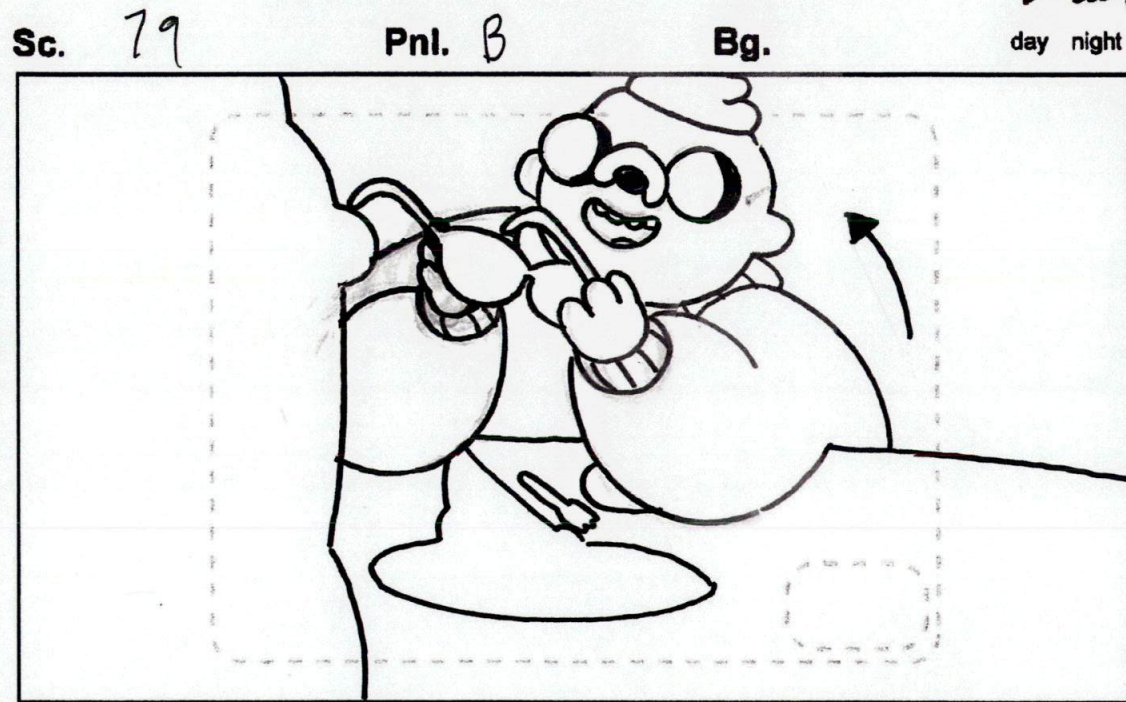
Production :

1034/230

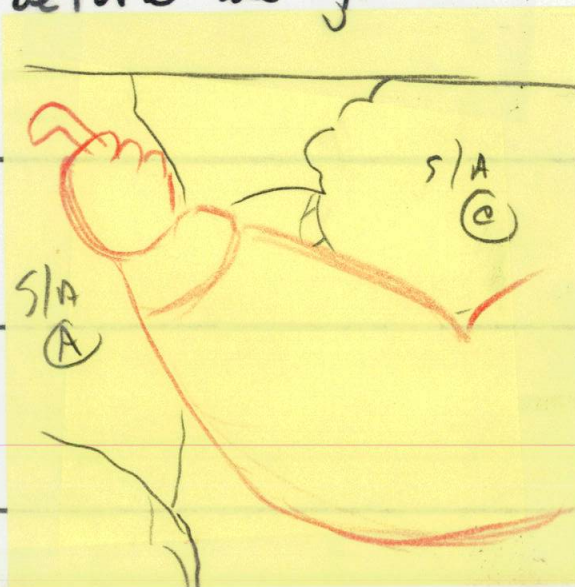
ADVENTURE TIME



Page 99



Dialog:	<u>J:</u> Eh Eh before we go --
Action:	- J. PUTS GLASSES ON FINN.
Timing:	



AUG 14 2015

EPISODE # 1034-230

Production :

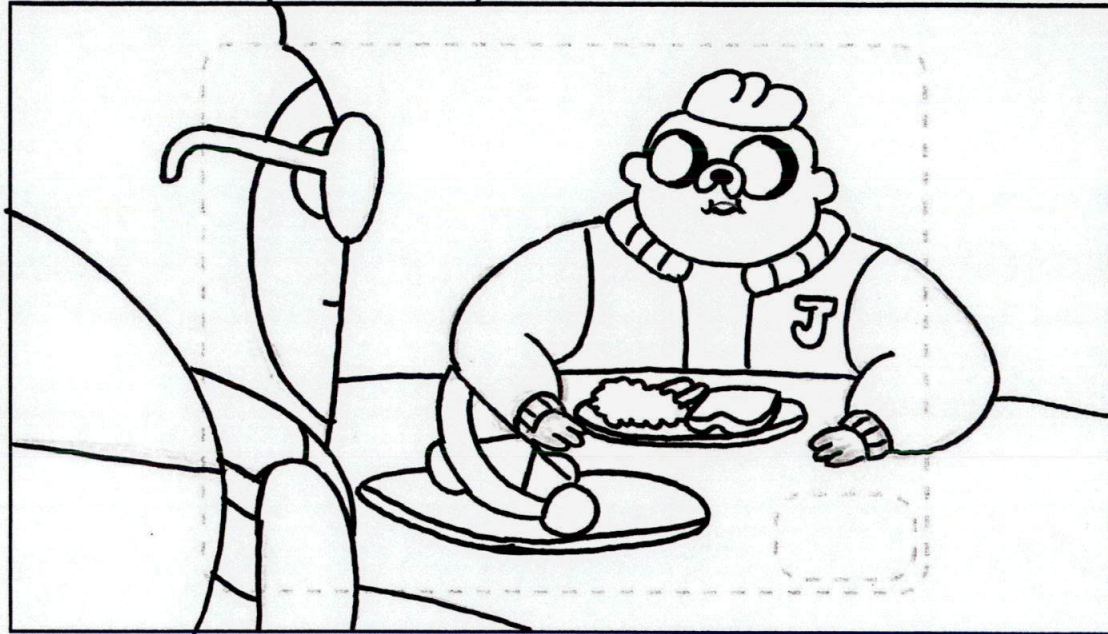
1034/230

ADVENTURE TIME

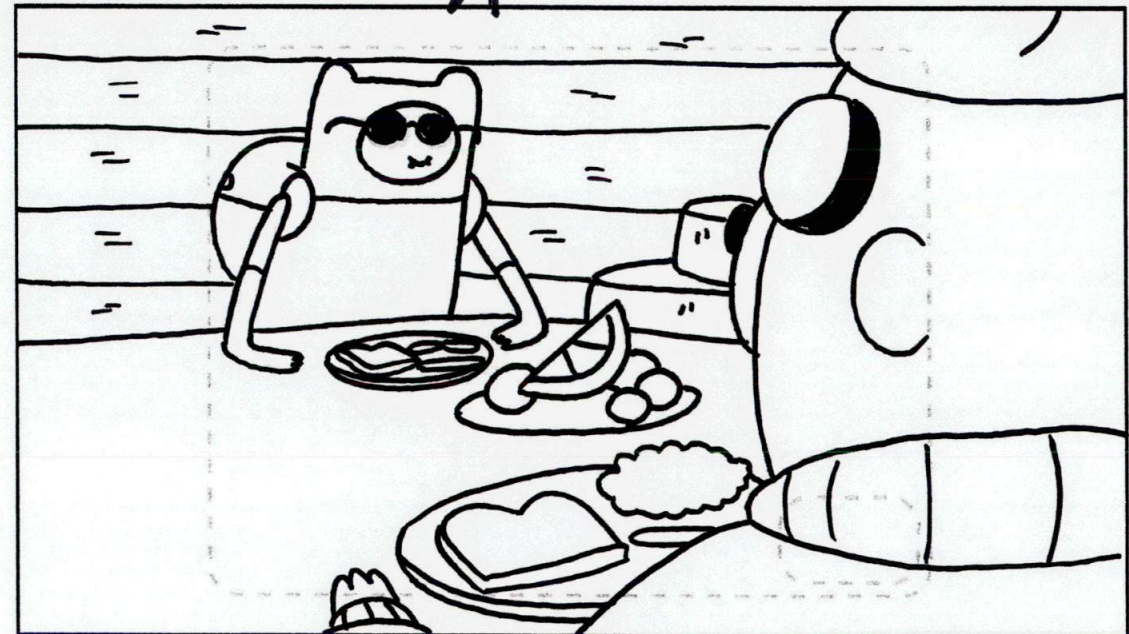


Page 100
100A NEXT
day night

Sc. 79 Pnl. D Bg. day night



Sc. 80 Pnl. A Bg. day night



Dialog:
J: UNTIL YOU FIGURE OUT
HOW TO USE 'EM --

J: keep those peepers covered...

Action:

Timing:

AUG 14 2015

1034-230

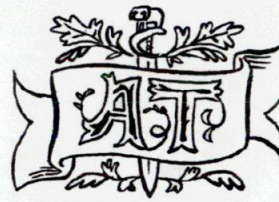
EPISODE #

Production :

1034/230

1034/230

ADVENTURE TIME

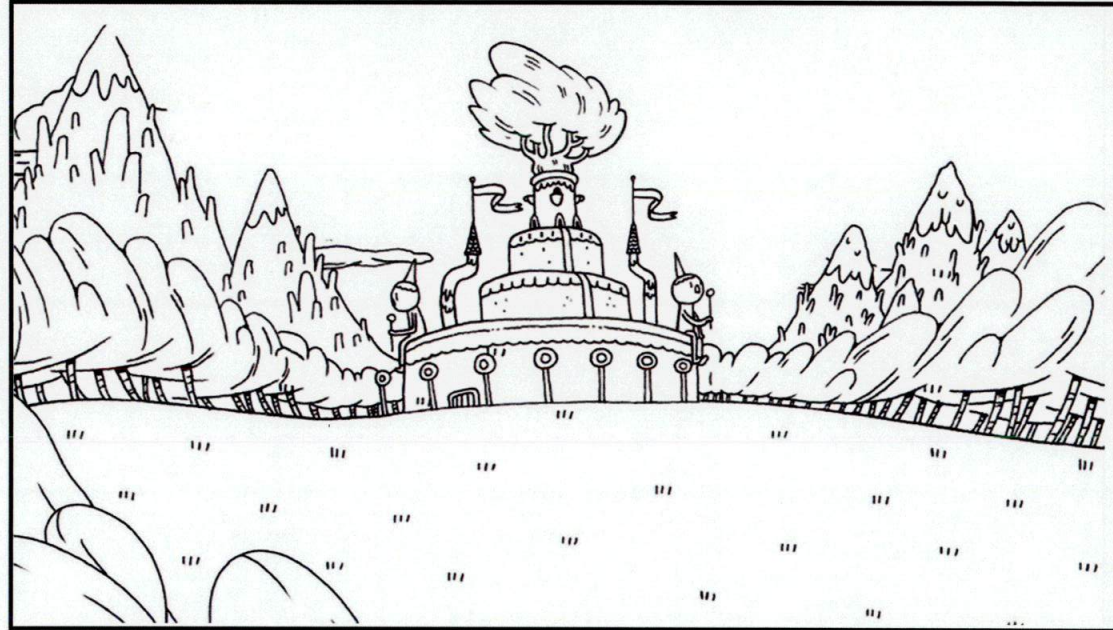


Sc. 080A

Pnl. A

Bg.

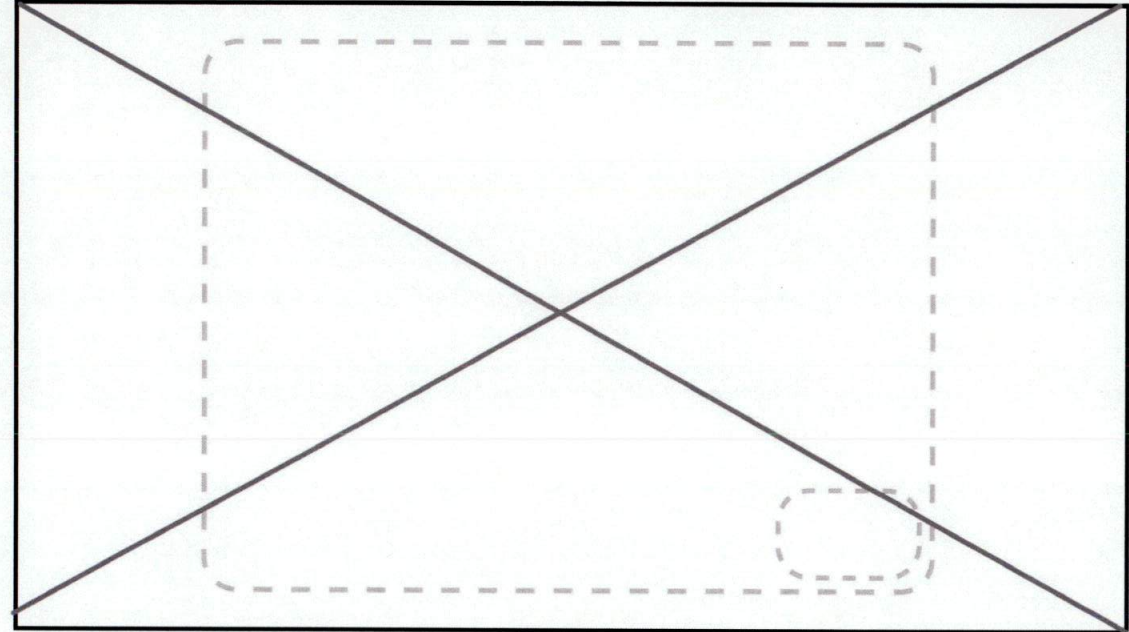
day night



Sc.

Pnl.

Bg.



Page 100A
101 NEXT
day night

Dialog:

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

1034/230

ADVENTURE TIME



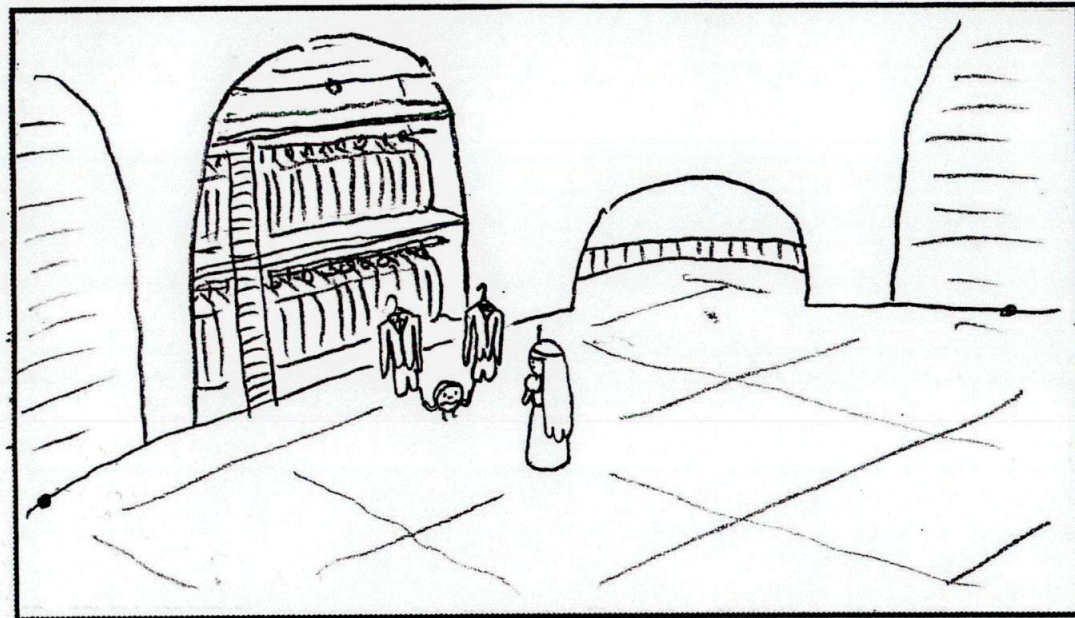
Page **101**

Sc. **81**

Pnl. **A**

Bg.

day night



Sc. **82**

Pnl. **A**

Bg.

day night



Dialog:

(PB) WHAT TO WEAR FOR MY
SPEECH...
(AIRY, TALKING TO SELF)

Action:

- INT. PB'S CLOSET.

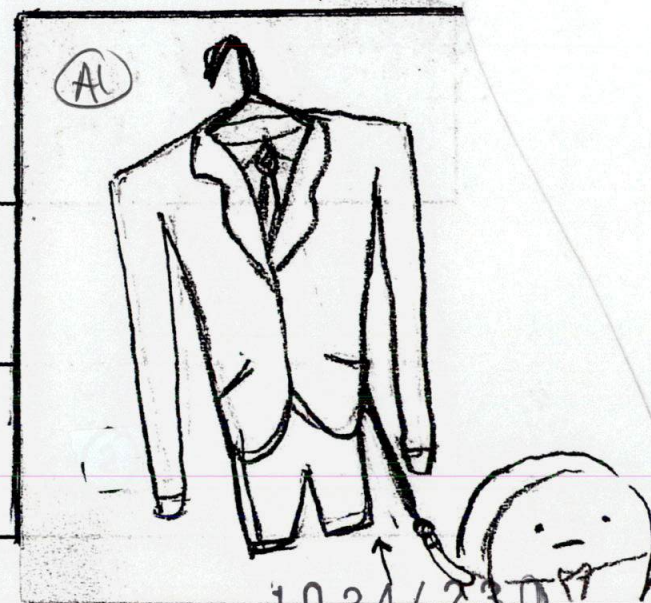
- PEP BUT HOLDING UP 2 OUTFITS.

Timing:

(PB) BOSS NEXT DOOR---

- P/BUT RAISES OUTFIT 1
(MAYBE BOTH OUTFITS
ARE IDENTICAL EXCEPT
FOR COLOUR)

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EPISODE #

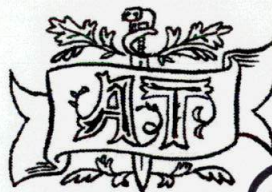
1034-230

1034/230

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1034/230

ADVENTURE TIME



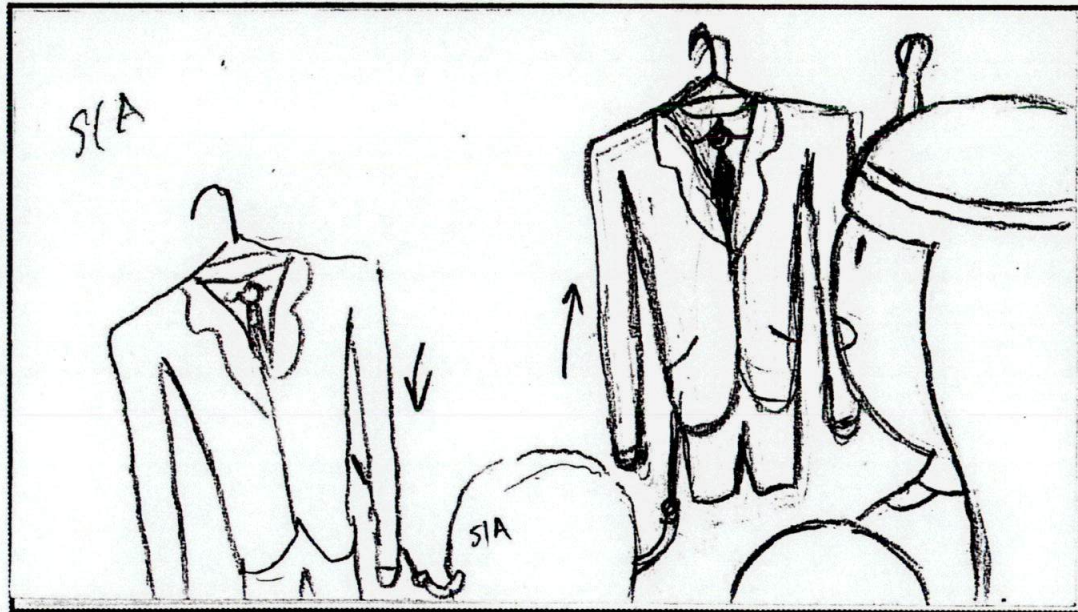
Page **102**

Sc. **82**

Pnl. **B**

Bg.

day night

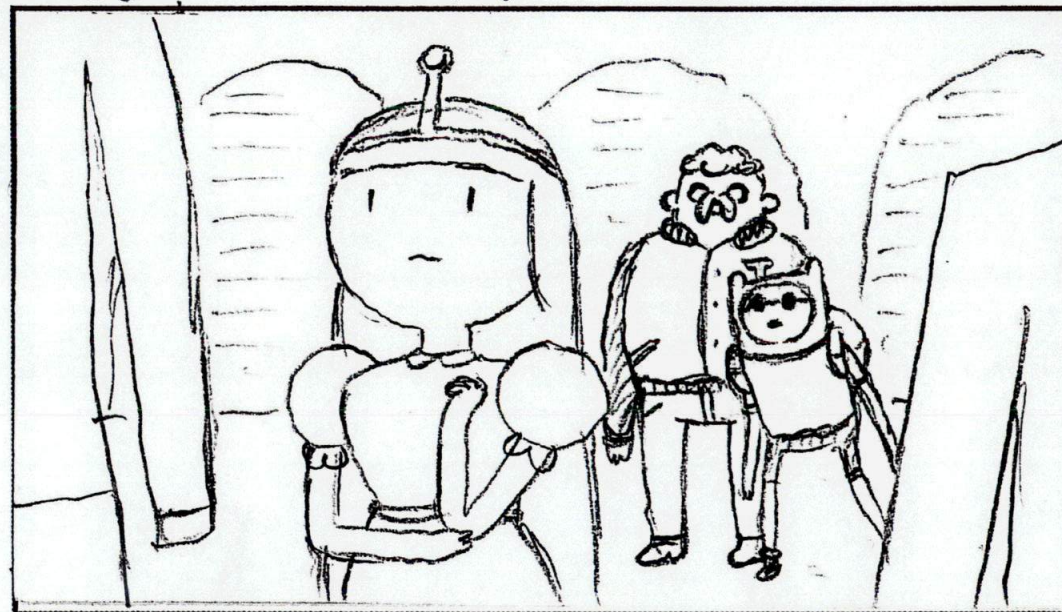


Sc. **83**

Pnl. **A**

Bg.

day night



Dialog:

(PB) OR HOT PRESIDENT

Action:

- PBUT RAISES OUTFIT 2

Timing:

(F) IS THIS WHAT YOU NEEDED
HELP WITH?

- F+J ARE STANDING BEHIND
PB AS SHE CONSIDERS,

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EPISODE #
1034-230

Production:

1034/230

ADVENTURE TIME



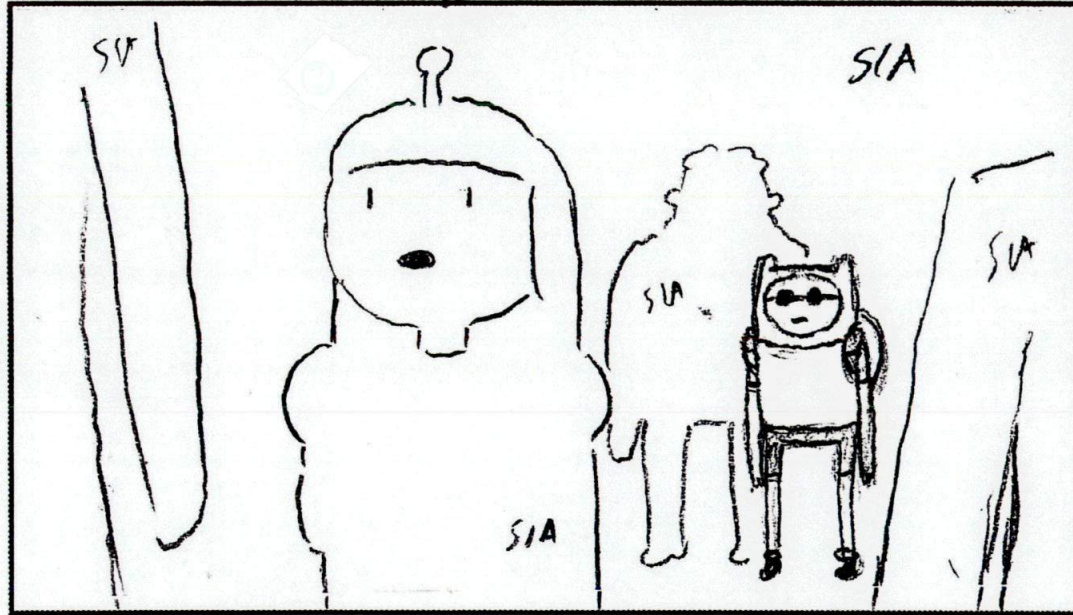
Page **103**

Sc. **83**

Pnl. **B**

Bg.

day night

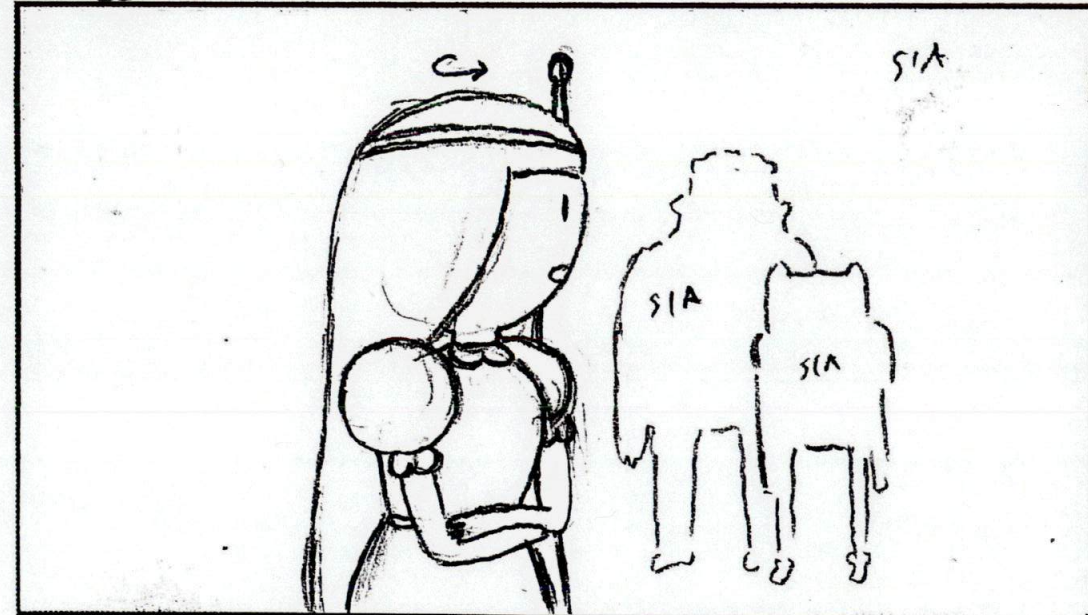


Sc. **83**

Pnl. **C**

Bg.

day night

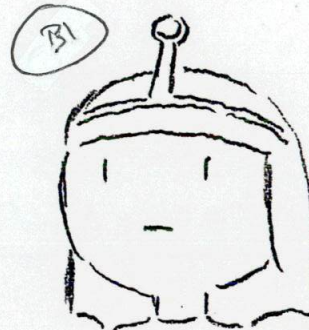


Dialog:

(PB) NO, I THINK I GOT THIS.
(ABSENT MINDED)

Action:

Timing:



(PB) OH. HI FINN AND JAKE.

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EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME

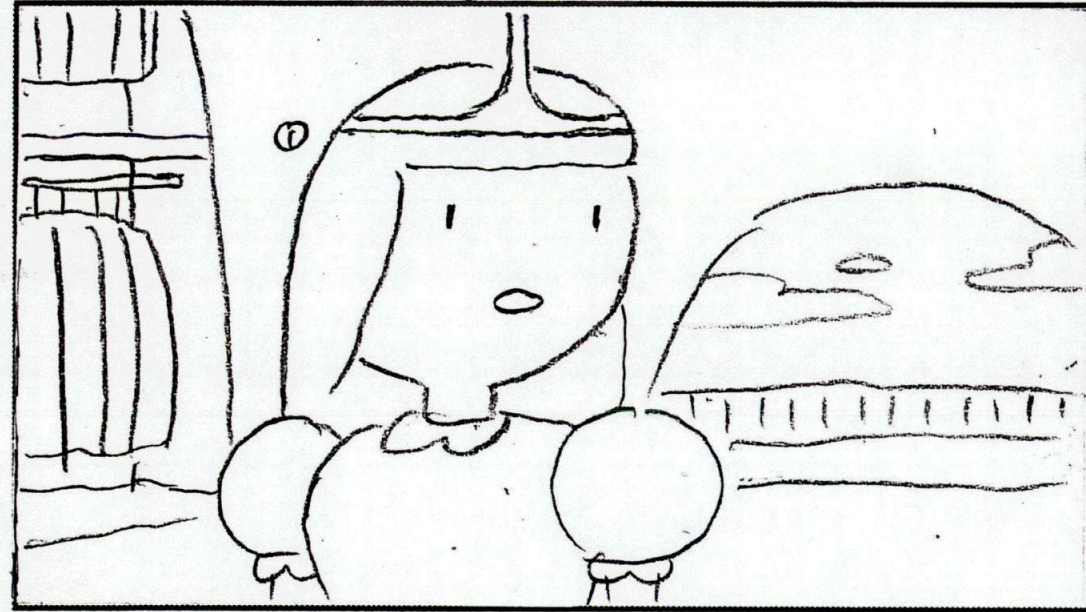


Sc. **84**

Pnl. **A**

Bg.

day night

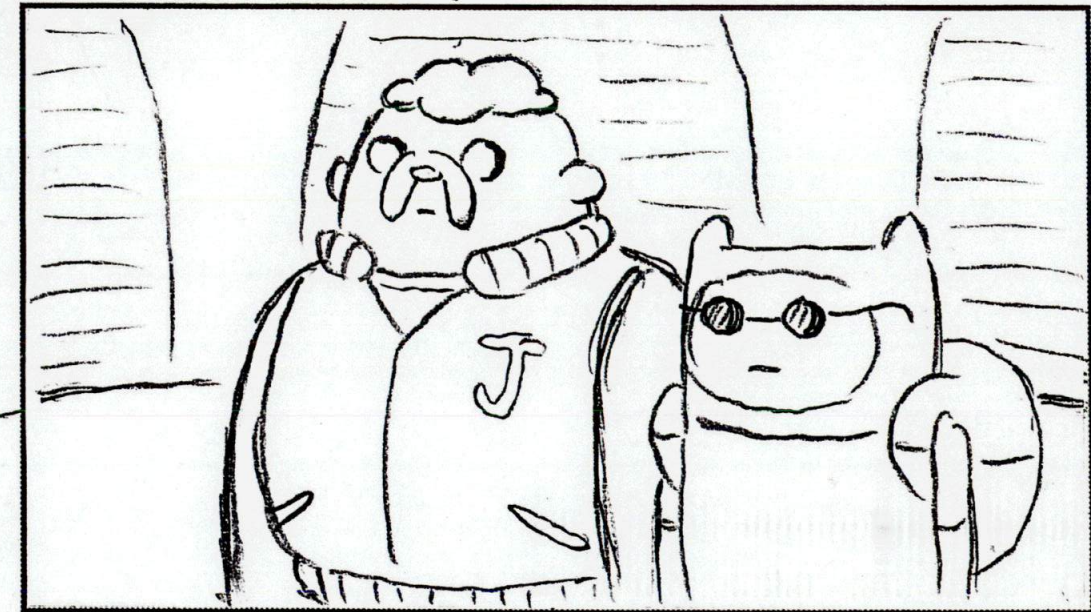


Sc. **85**

Pnl. **A**

Bg.

day night



Page **104**

1034-230

EPISODE #

Production:

Dialog:

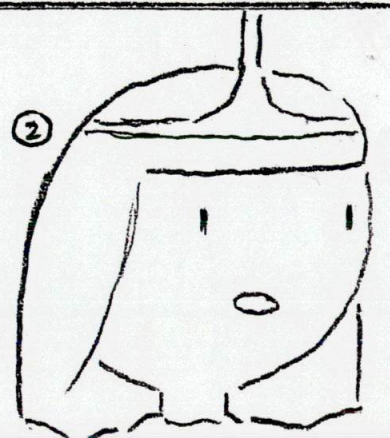
(PB) : YOU GUYS LOOK -- LOOK -- YOU TRYIN' A NEW LOOK ...
 ①② ①

S.P.

Action:

- PB CONSIDERS
 F+J.

Timing:



AUG 14 2015

1034/230

1034/230

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ADVENTURE TIME



Page **105**

Sc. **85**

Pnl. **B**

Bg.

day night



Sc. **85**

Pnl. **C**

Bg.

day night



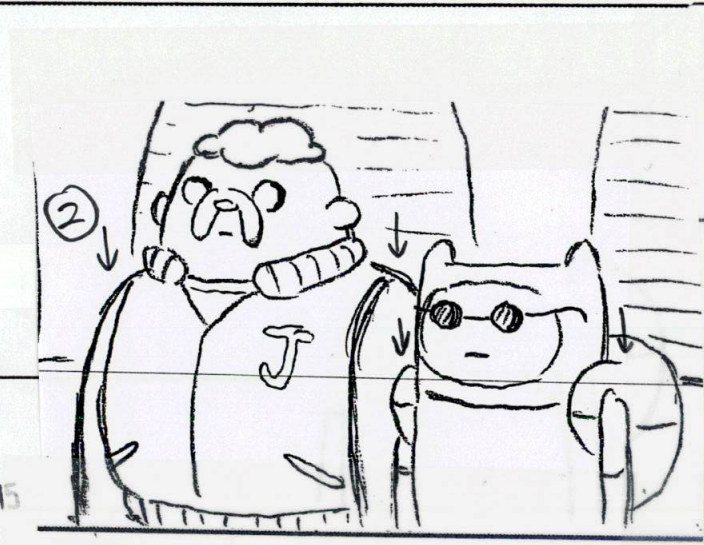
Dialog:

Action:

- F + J GLANCE AT EACH OTHER

- F + J SHRUG

Timing:



AUG 14 2015

EPISODE #
1034-230

Production:

1034/230

1034/230

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ADVENTURE TIME

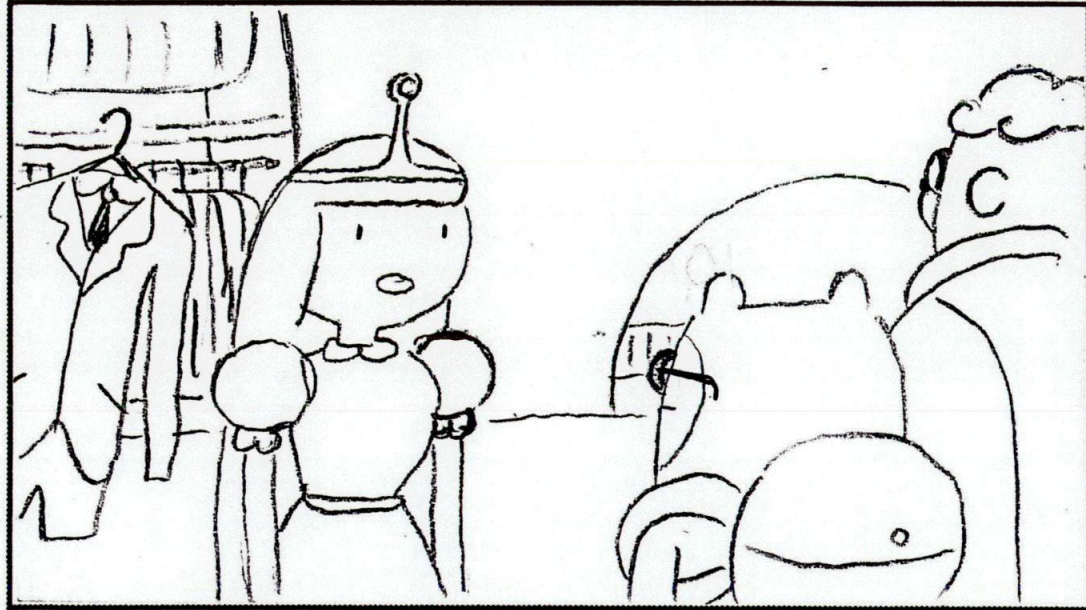


Sc. **86**

Pnl. **A**

Bg.

day night

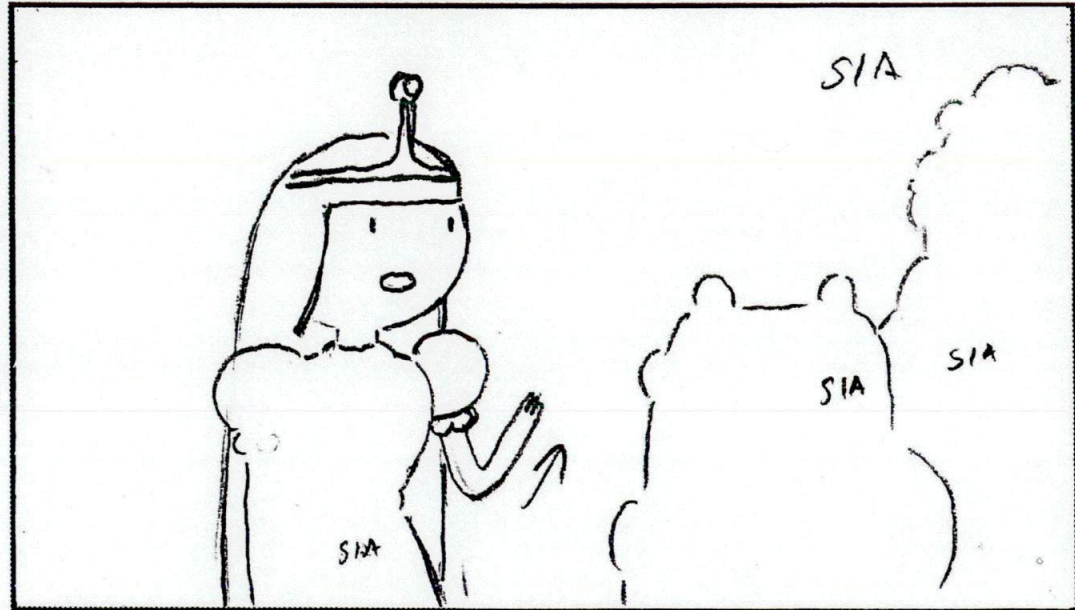


Sc. **86**

Pnl. **B**

Bg.

day night



Page **106**

Dialog:

(PB) ANYWAYS, --

(PB): I'M PREPARING FOR A
VERY IMPORTANT SPEECH ABOUT--

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME

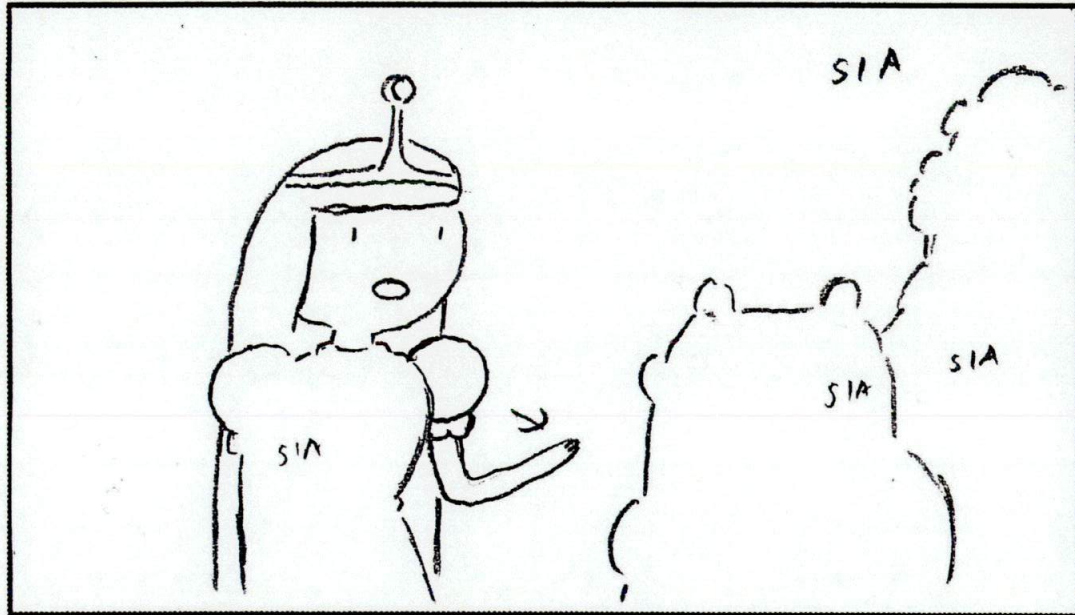


Sc. 86

Pnl. C

Bg.

day night

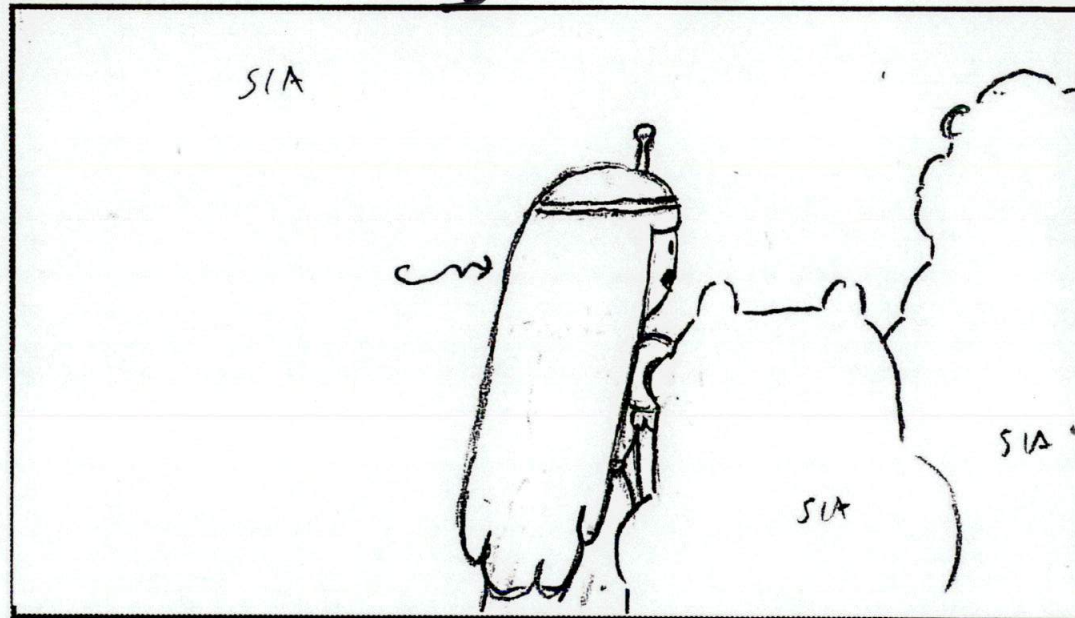


Sc. 86

Pnl. D

Bg.

day night



Dialog:

(PB) THE BENEFITS OF
CANDYING VEGETABLES, -

Action:

(PB) AND I NEED
YOU GUYS TO -

- PB WALKS OFF
WHILE TALKING

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

ADVENTURE TIME

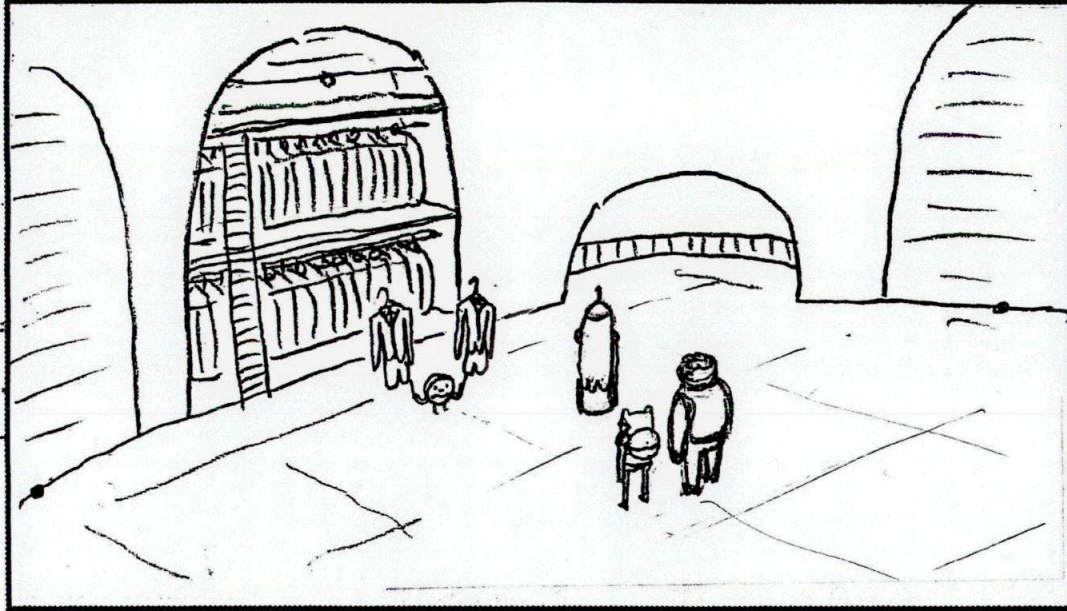


Sc. **87**

Pnl. **A**

Bg.

day night

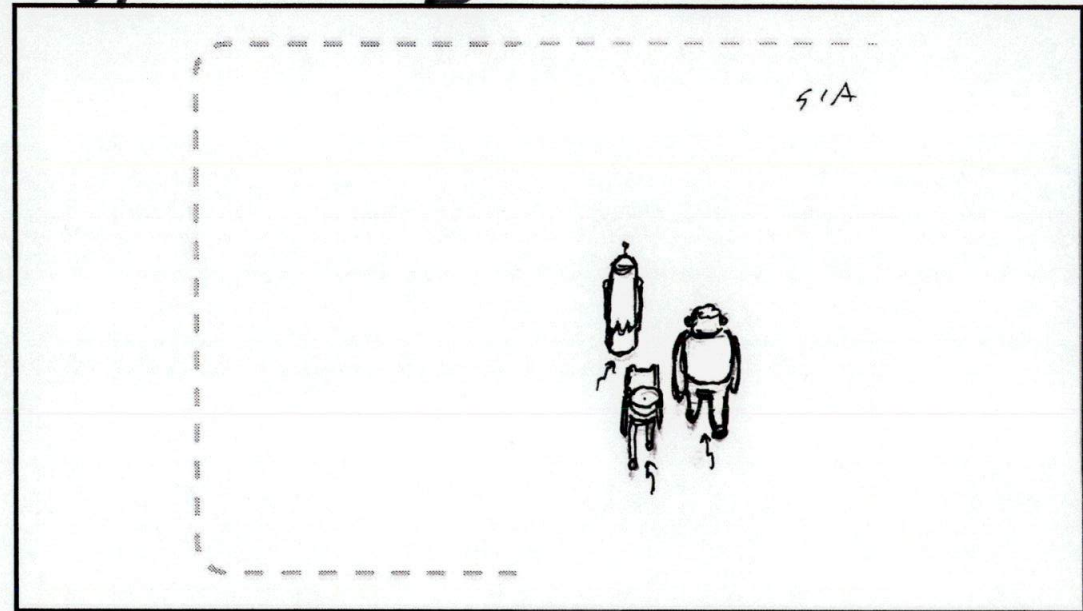


Sc. **87**

Pnl. **B**

Bg.

day night



Dialog:

PB: TAKE CARE OOOFFFFF —
(STRETCHES OUT WORD)

Action:

-PB LEADS F+J TOWARD BALCONY.

Timing:

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ADVENTURE TIME



Page **109**

Sc. **88**

Pnl. **A**

Bg.

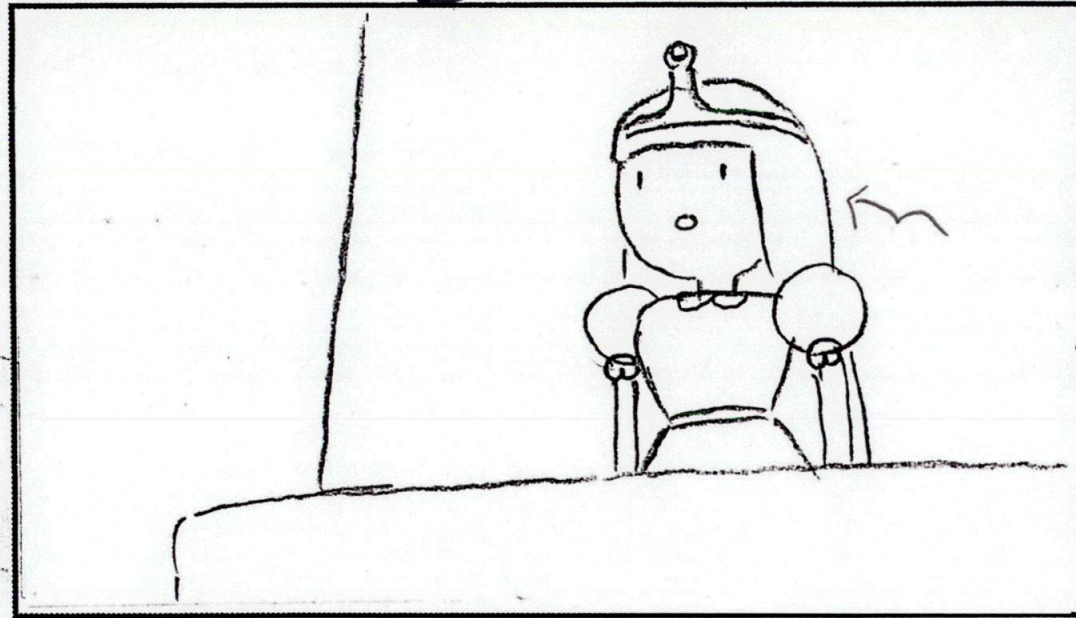
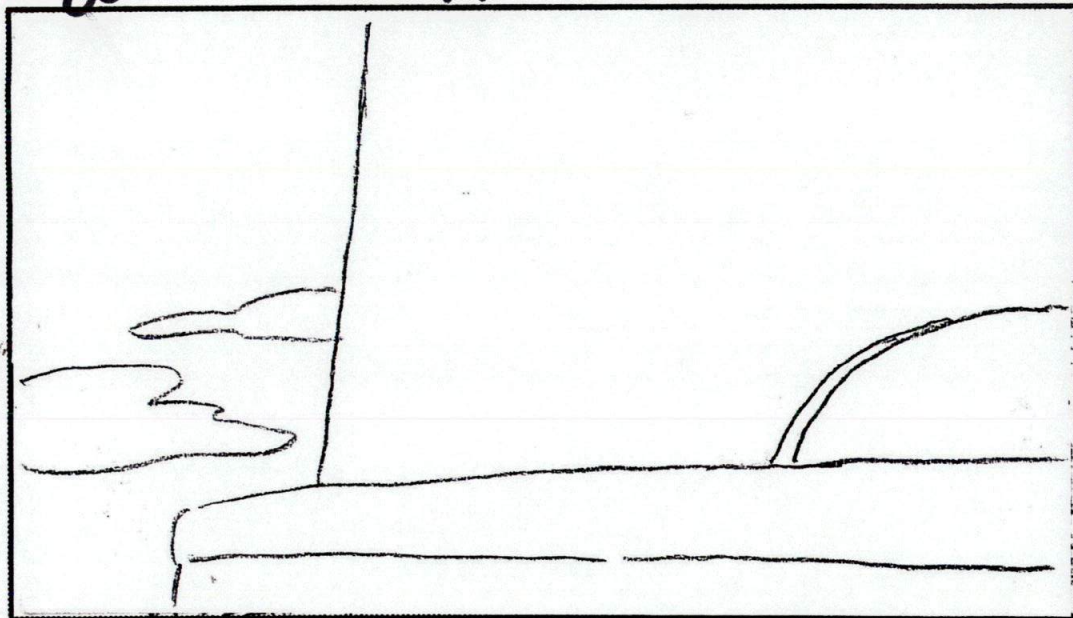
day night

Sc. **88**

Pnl. **B**

Bg.

day night

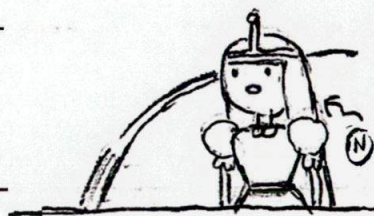


Dialog:

Action:

- PB WALKS OUT ONTO
BALCONY

Timing:



PB (cont.)/ offfffff --- (stretched)

- F+J FOLLOW
PB ONTO
BALCONY



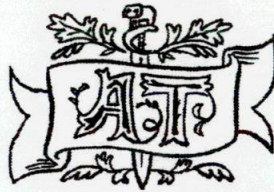
AUG 14 2015

EPISODE #

1034-230

1034/230

ADVENTURE TIME



Page 110

Sc. 88

Pnl. C

Bg.

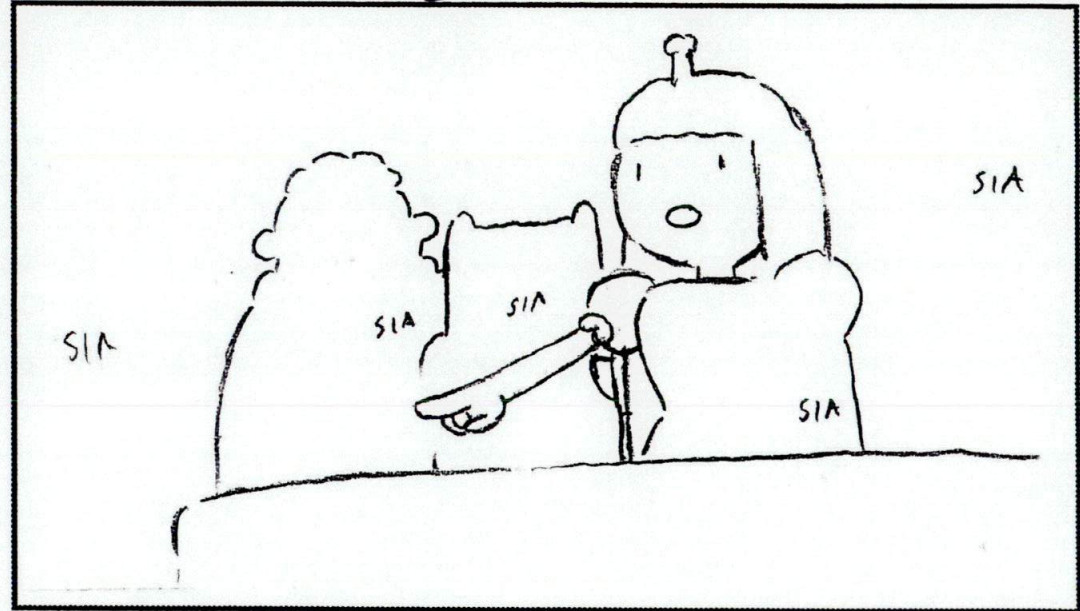
day night

Sc. 88

Pnl. D

Bg.

day night



Dialog:

(PB) THAT.

Action:

- F + J STOP NEXT TO PB

- PB POINTS

Timing:

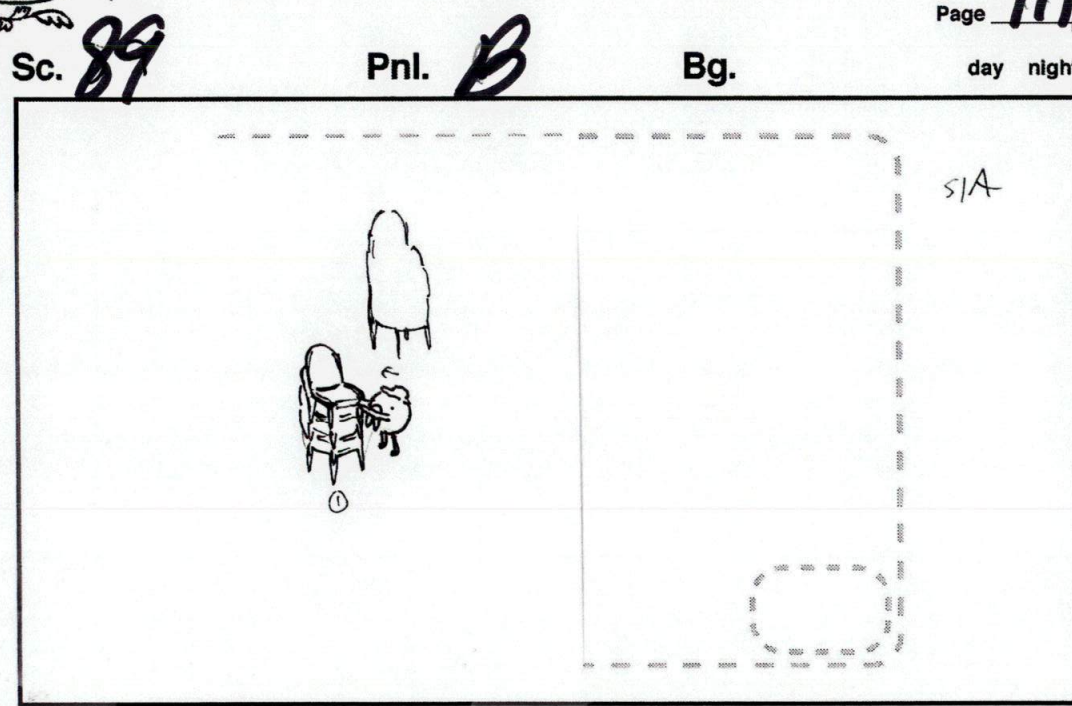
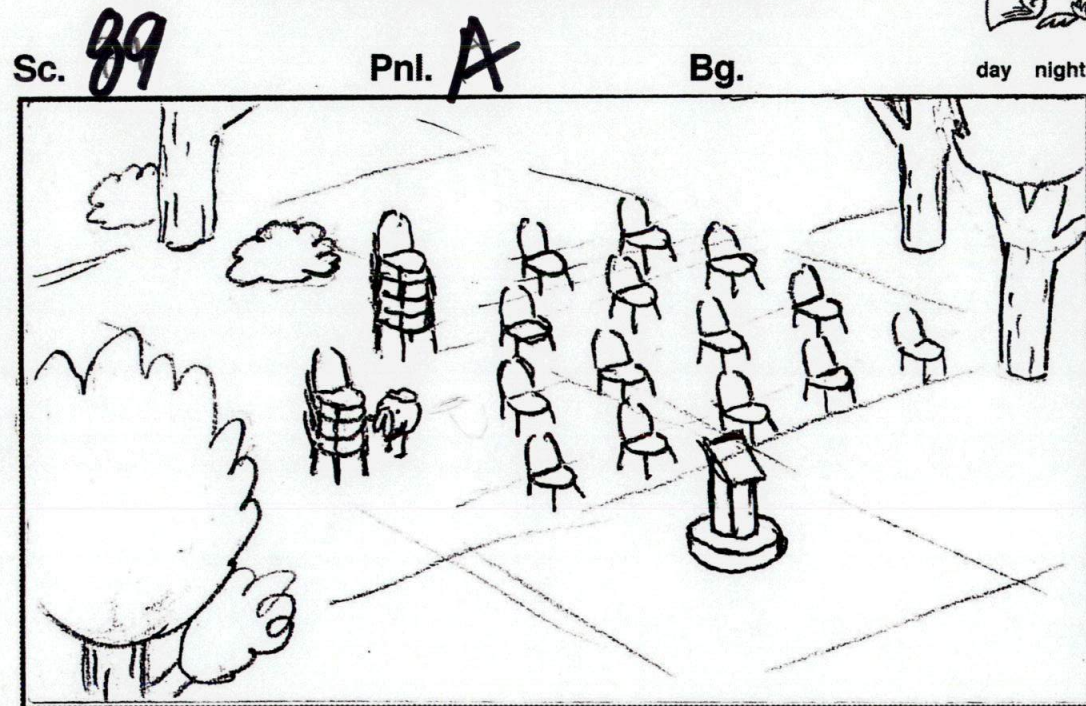
AUG 14 2015

1034-230

EPISODE #

Production:

ADVENTURE TIME



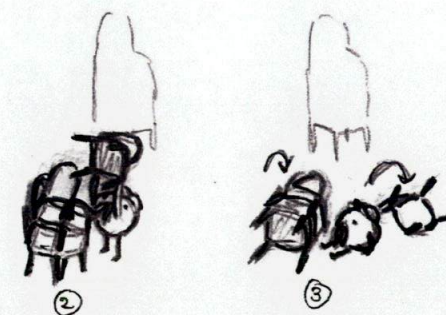
EPISODE # 1034-230

Dialog:

Action:

- STARCHY ~~LIFTS~~ CHAIR OFF STACK
- STARCHY FALLS DOWN, DROPS CHAIR
- STARK FALLS OVER

Timing:

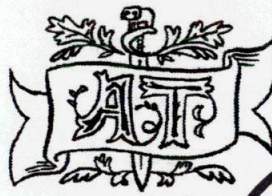


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1034/230

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ADVENTURE TIME

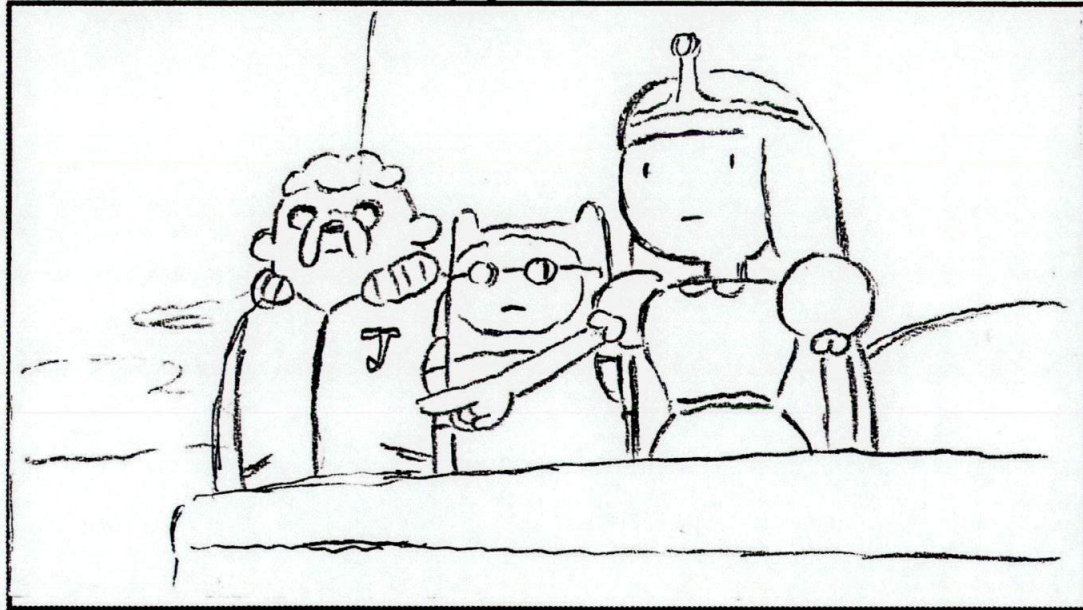


Sc. **90**

Pnl. **A**

Bg.

day night

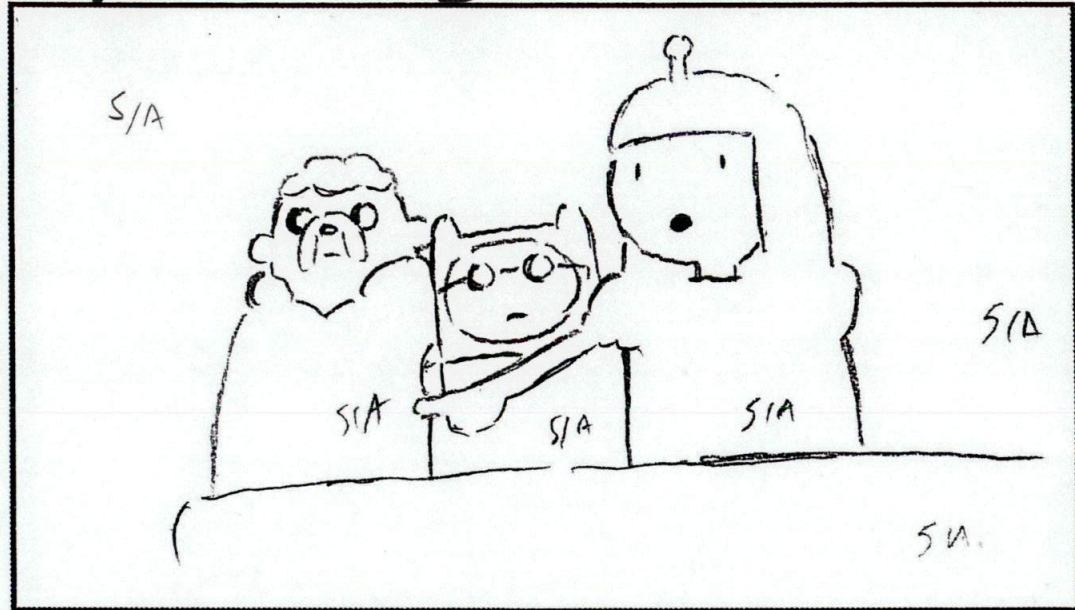


Sc. **90**

Pnl. **B**

Bg.

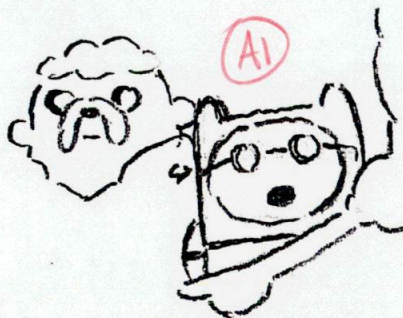
day night



Dialog: **(F)** HELP STARCHY SET UP CHAIRS?

Action:

Timing:



(PB) NO NO NO,

AUG 14 2015

Page **112**

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **113**

Sc. **90**

Pnl. **C**

Bg.

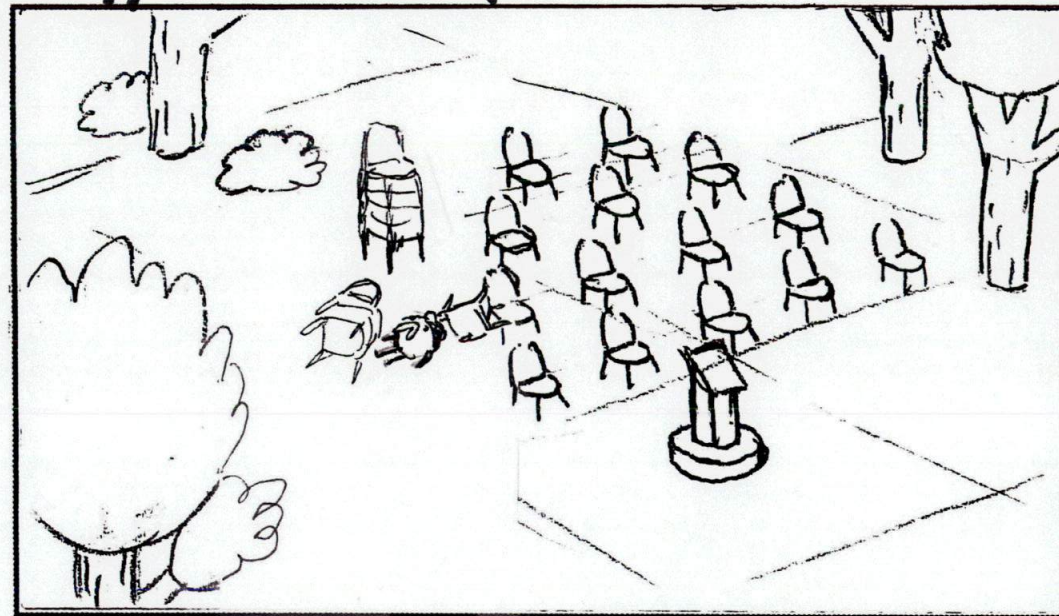
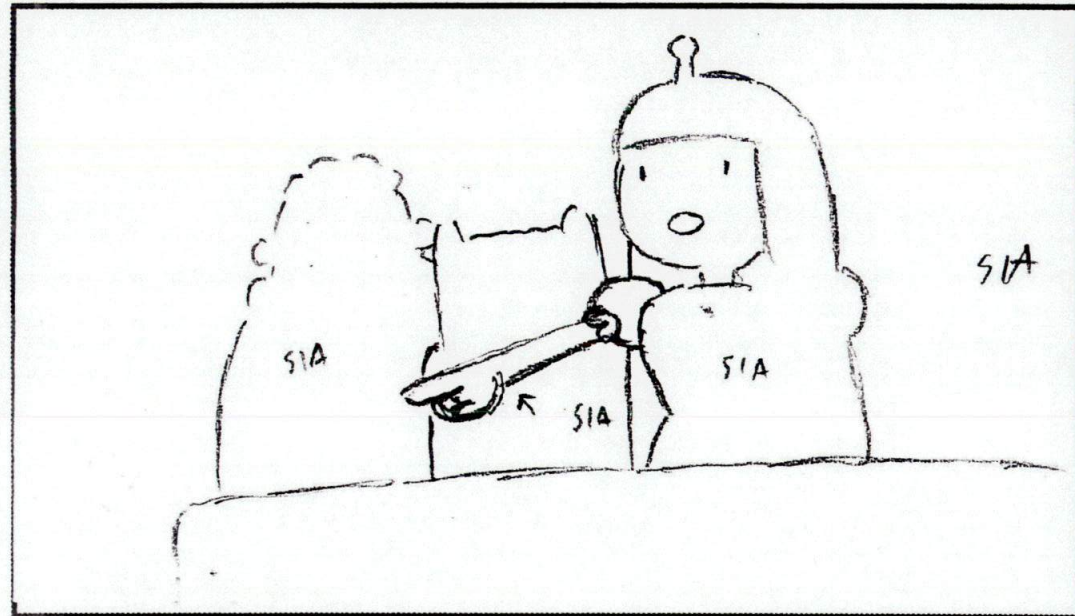
day night

Sc. **91**

Pnl. **A**

Bg.

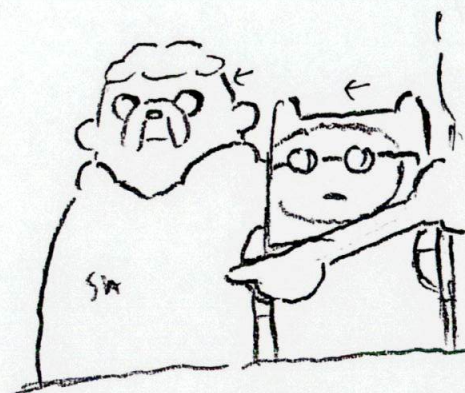
day night



Dialog: **PB: THAT.**

Action: **- PB RAISES ARM. SUGAR**

Timing:



-F+J TILT HEADS UP.

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



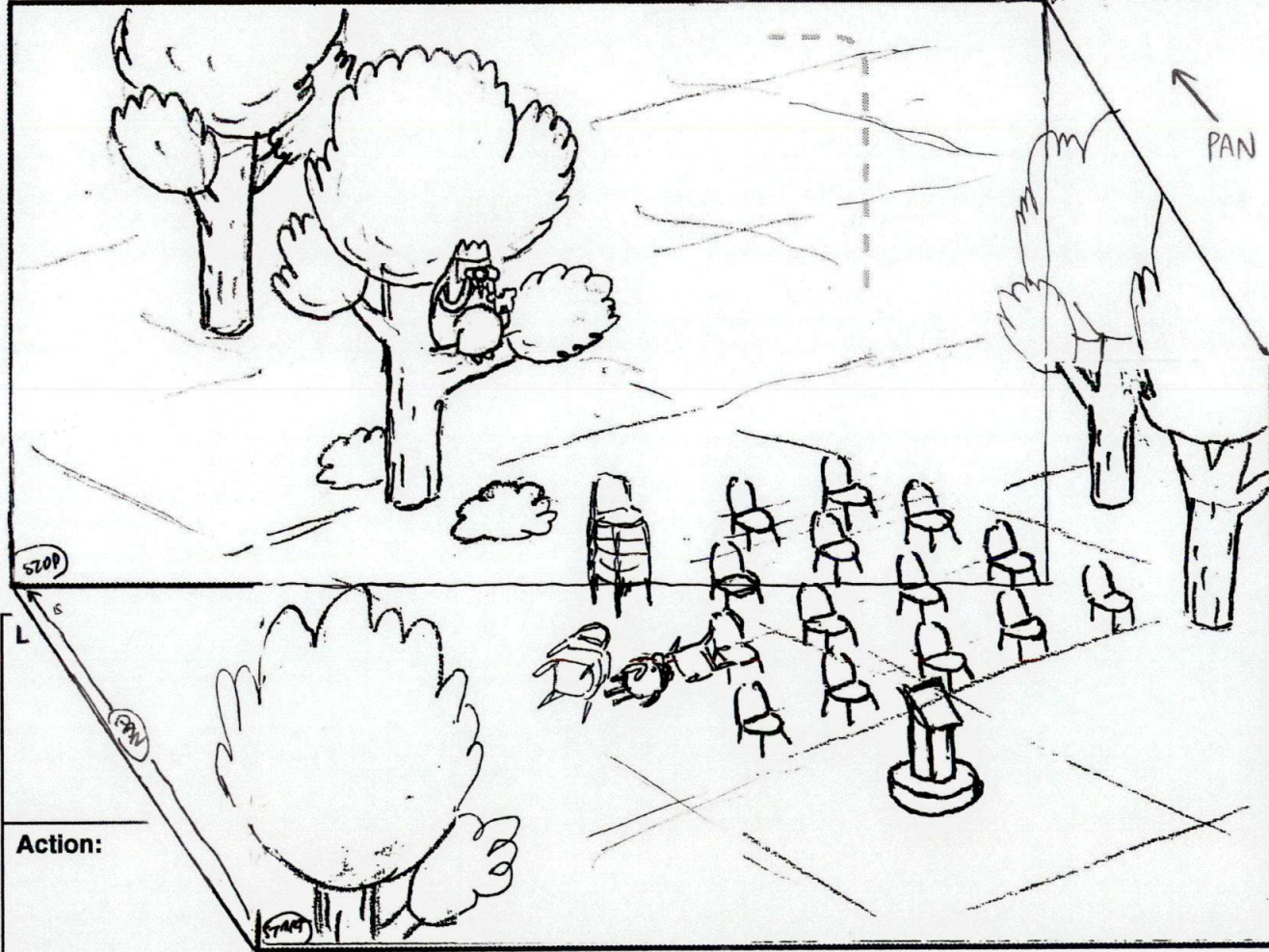
Sc. 91

Pnl. B

Bg.

day night

STOP



Action:

Timing:

START

- PAN UP TO IK IN TREE w/ BINOCULARS
EATING SANDWICH

AUG 14 2015

1034-230

EPISODE #

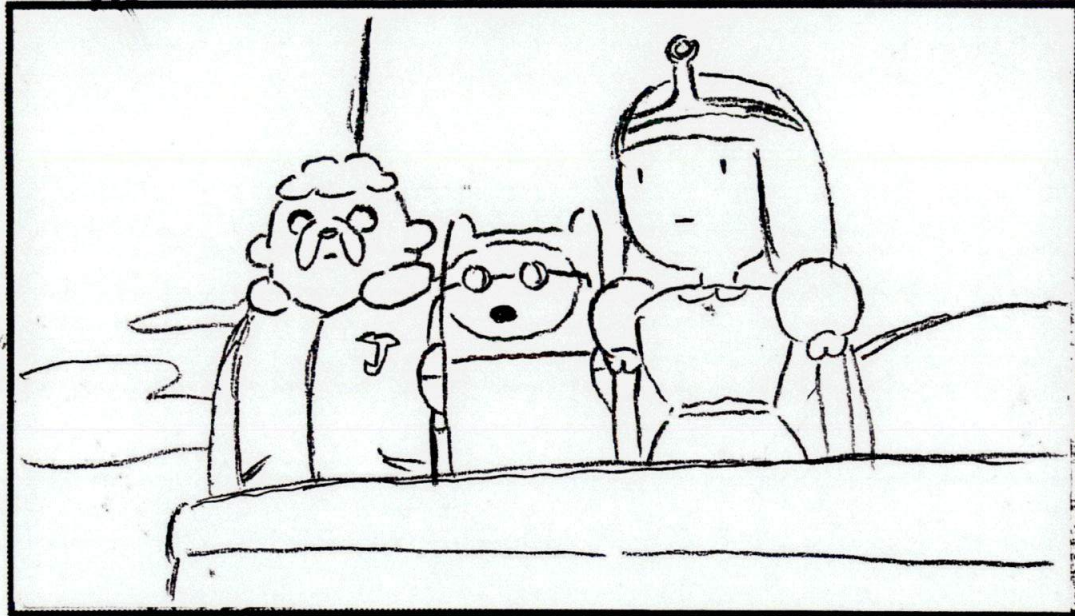
Production:

ADVENTURE TIME

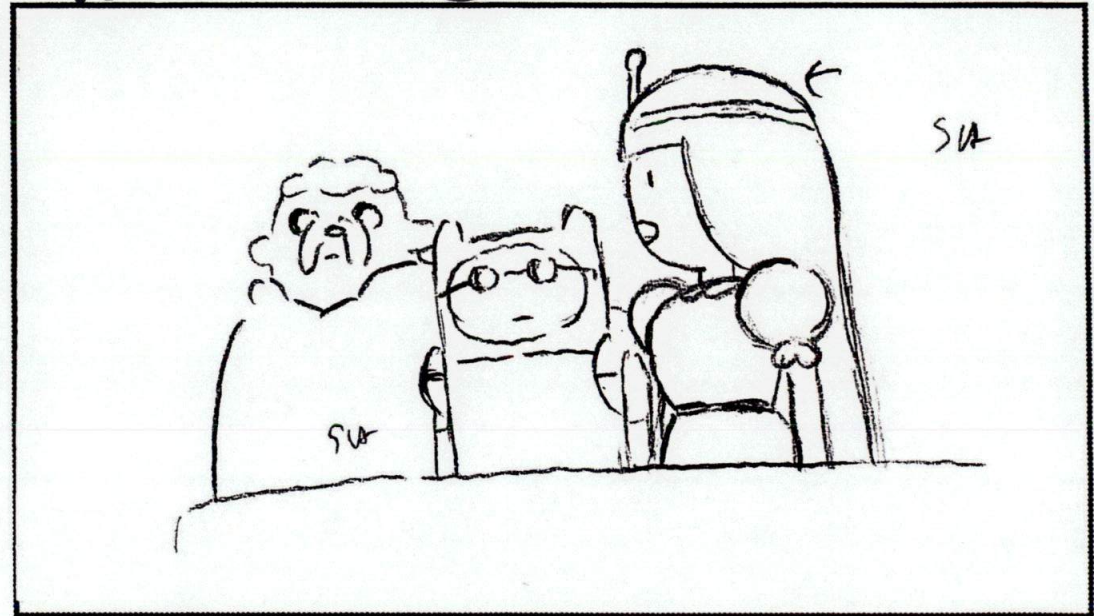


Page 115

Sc. 92 Pnl. A Bg. day night



Sc. 92 Pnl. B Bg. day night



Dialog:

Ⓔ NO, BOY. WE'RE ON IT, PRINCESS.

Ⓐ IT'S PROBABLY NOTHING. HE'S BEEN GOOD LATELY... BUT--

Action:

Timing:

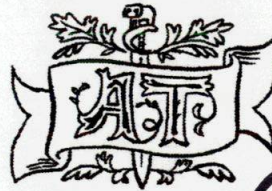
AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



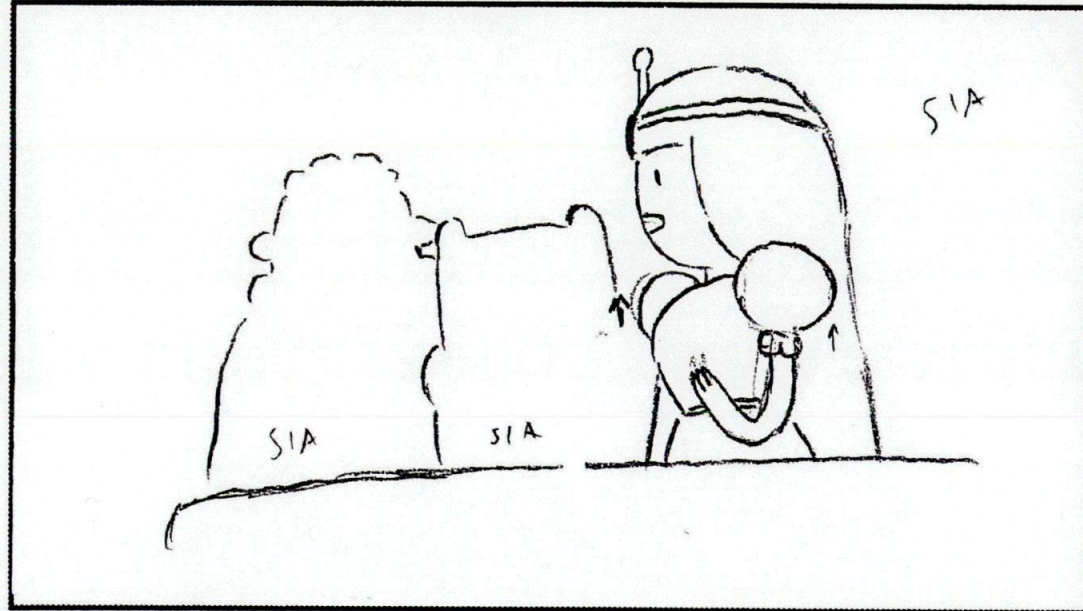
Page 116

Sc. 92

Pnl. C

Bg.

day night

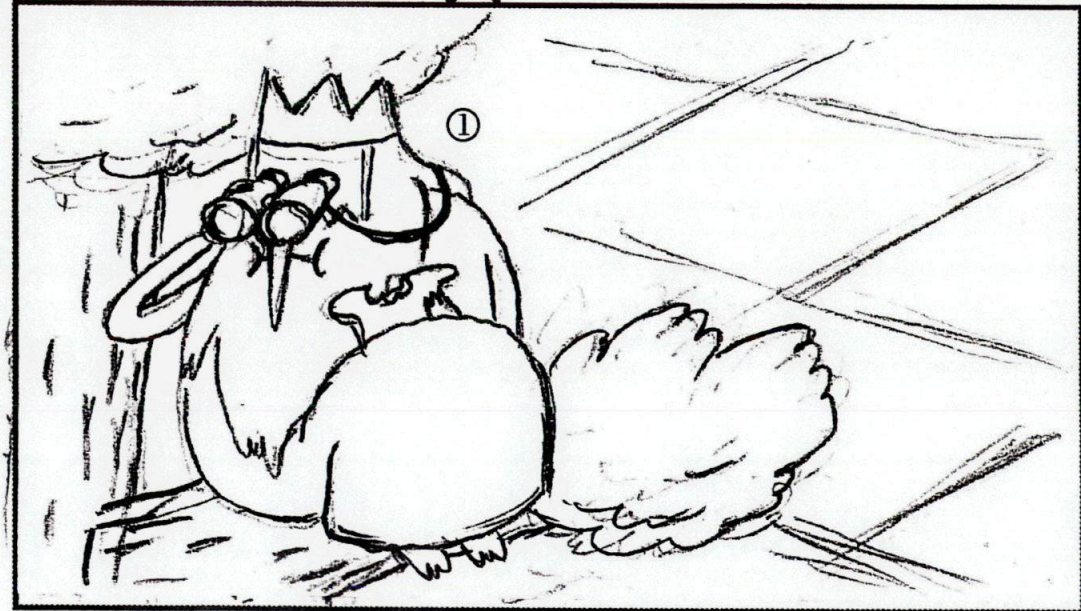


Sc. 93

Pnl. A

Bg.

day night



Dialog:

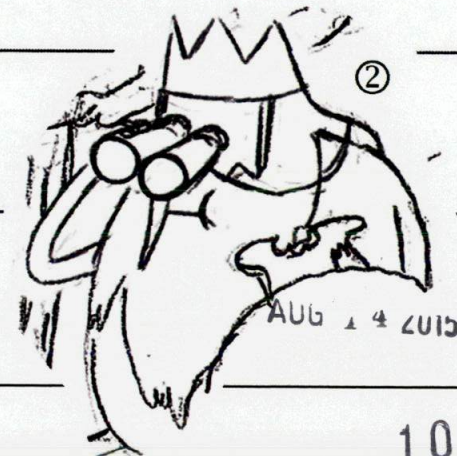
(PG) IT'S A BIG SPEECH,
YOU KNOW...

Action:

- IK CHEWING

Timing:

(IK) [CHEWING]



1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



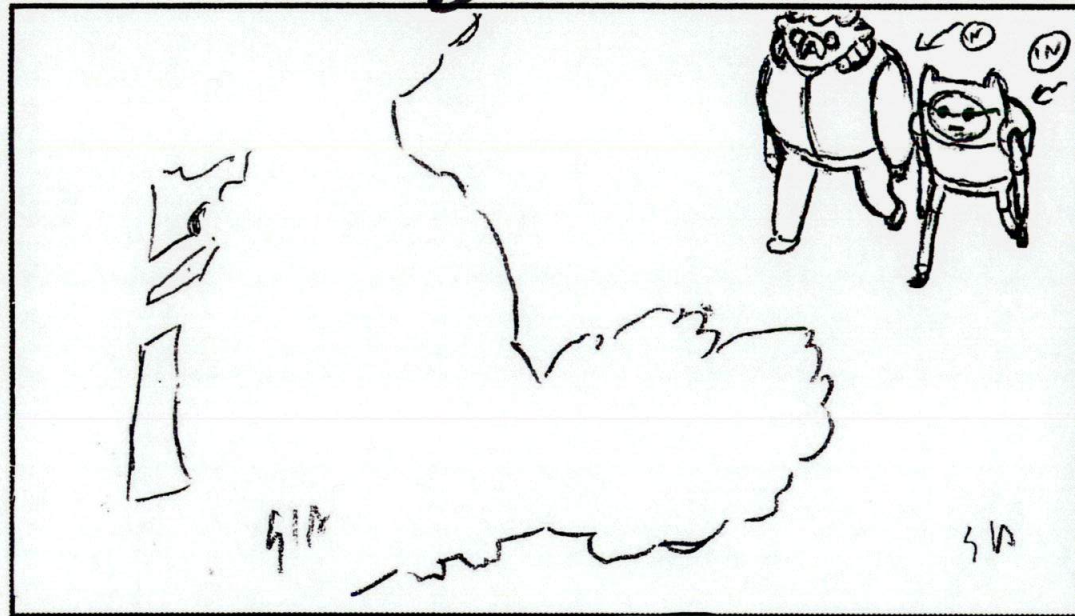
Page **117**

Sc. **93**

Pnl. **B**

Bg.

day night



Sc. **93**

Pnl. **C**

Bg.

day night



Dialog:

Action:

-F+J WALK ON/S.

Timing:

AUG 14 2015

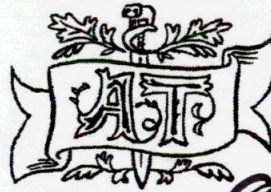
EPISODE # 1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



Page 118

Sc. 93

Pnl. D

Bg.

day night

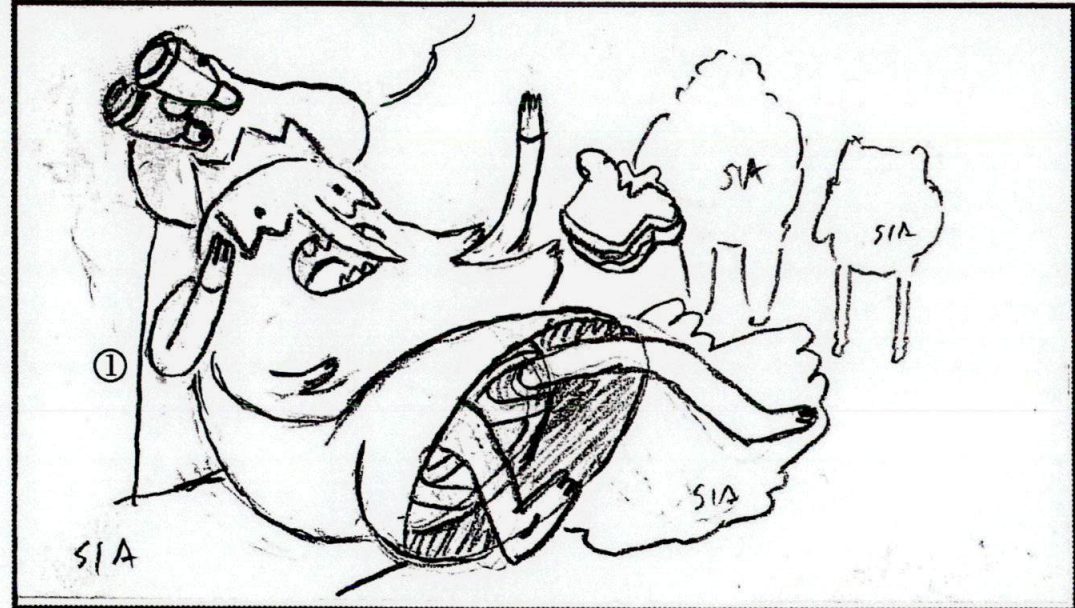


Sc. 93

Pnl. E

Bg.

day night



Dialog:

⑤:⑥: HEY, ICE KING —

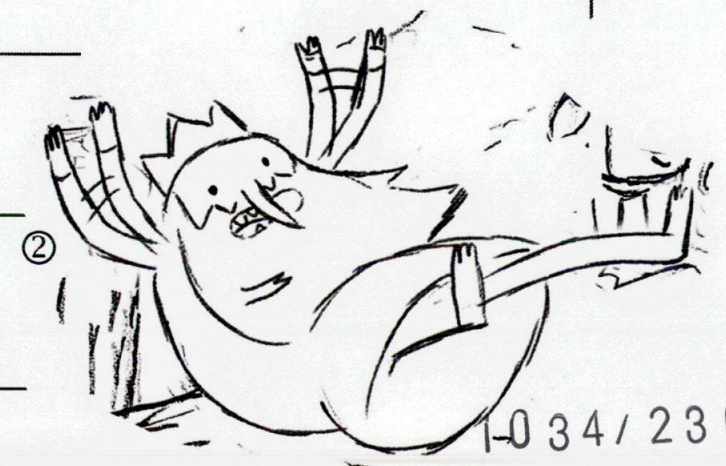
⑩ WAAH!!

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Action:

- IK REACTS W/ A START AND FALLS BACK.

Timing:



1034/230

EPISODE # 1034-230

1034/230

ADVENTURE TIME



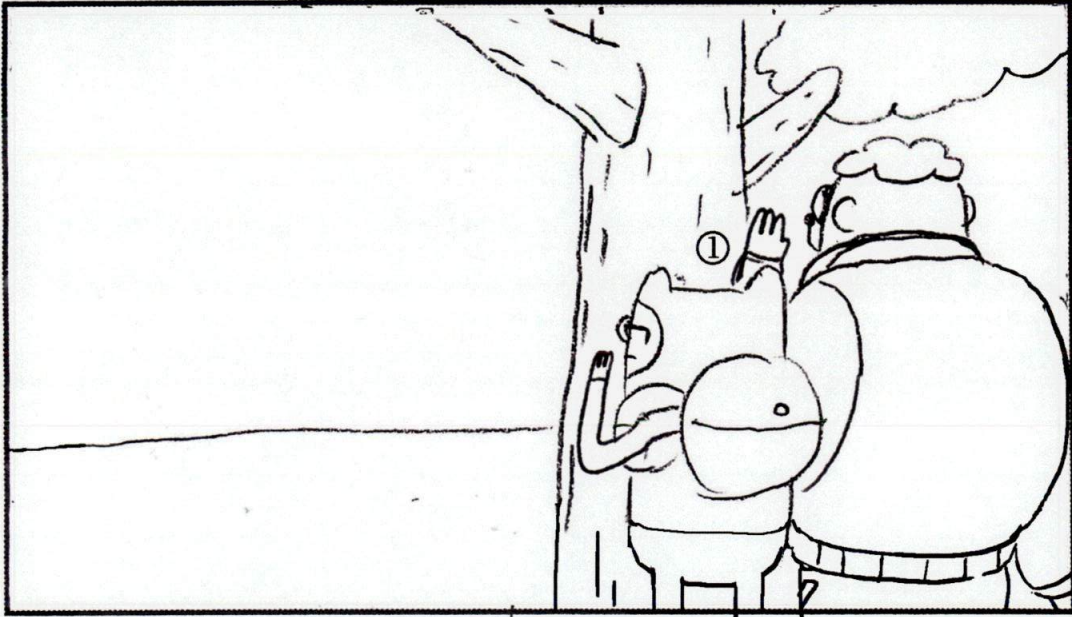
Page **119**

Sc. **94**

Pnl. **A**

Bg.

day night

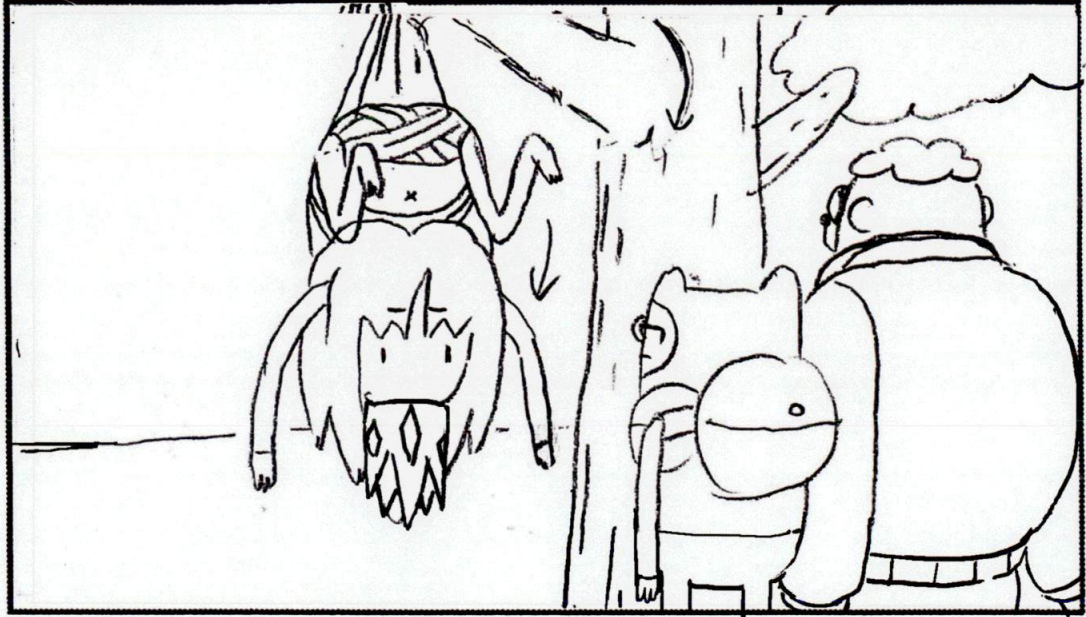


Sc. **94**

Pnl. **B**

Bg.

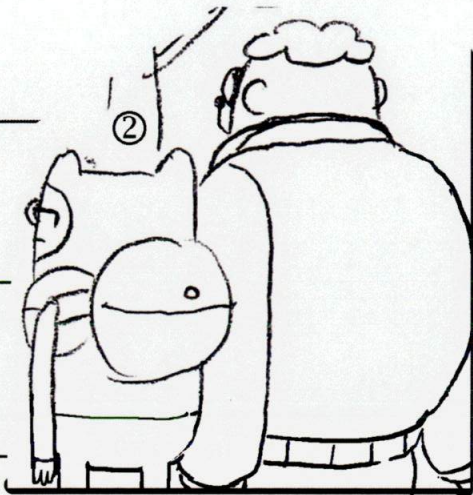
day night



Dialog:

Action:

Timing:



- IK FALLS ONIS AND
SNAGS ON BRANCH.

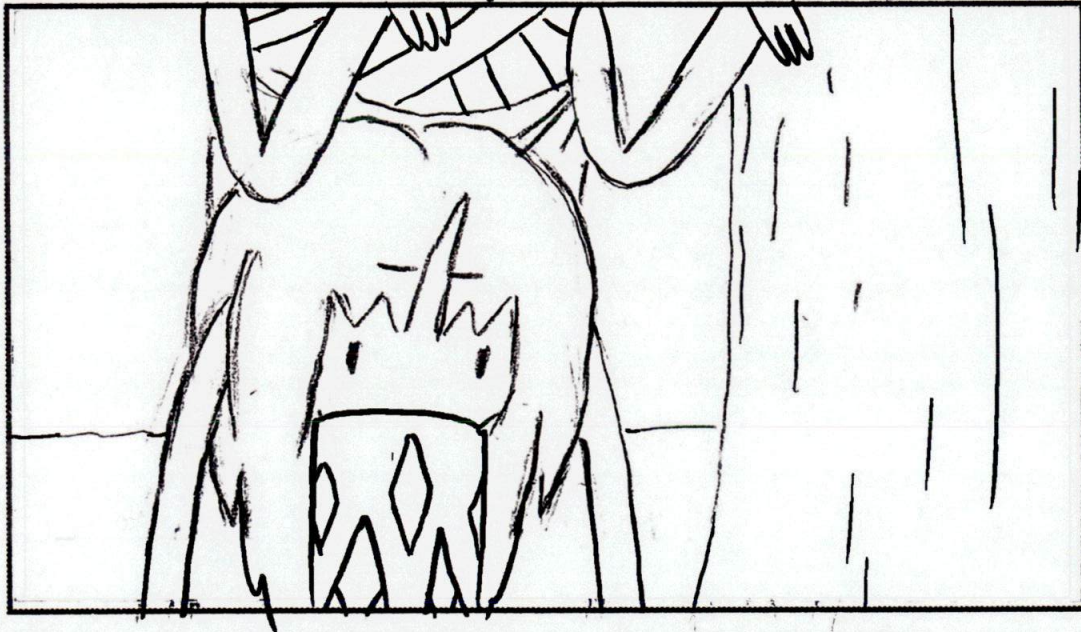
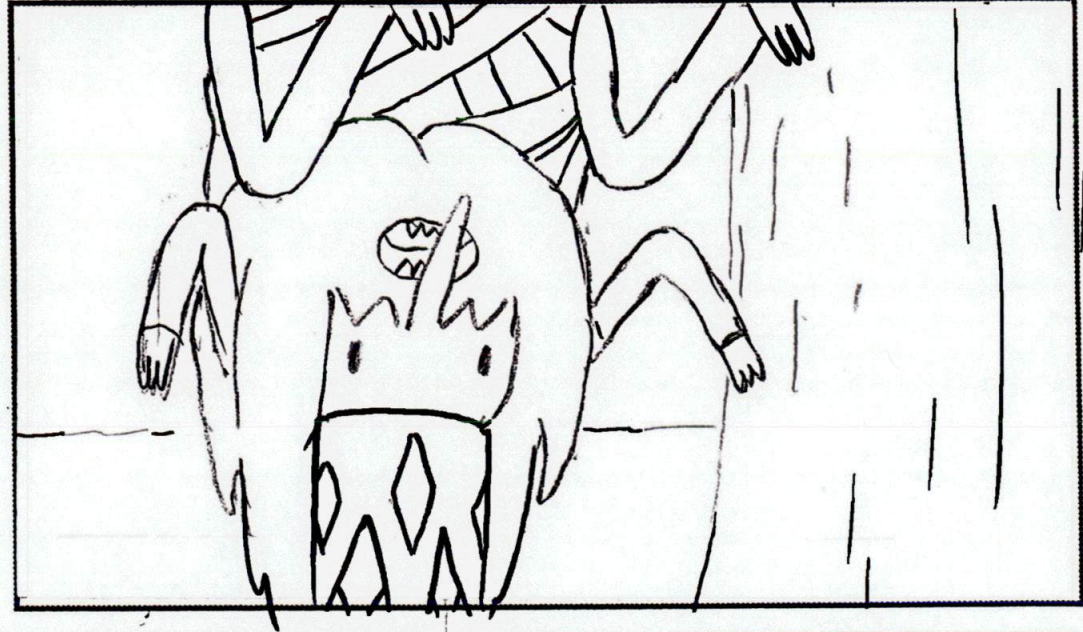
AUG 14 2015

EPISODE #

Production:

1034-230

ADVENTURE TIME

Page **120**
 Sc. **95** Pnl. **A** Bg. day night

 Sc. **95** Pnl. **B** Bg. day night


Dialog:

①K I'M NOT DOING ANYTHING
WRONG. I WAS JUST
LADY-WATCHIN !

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

best
Pan
w/action

ADVENTURE TIME

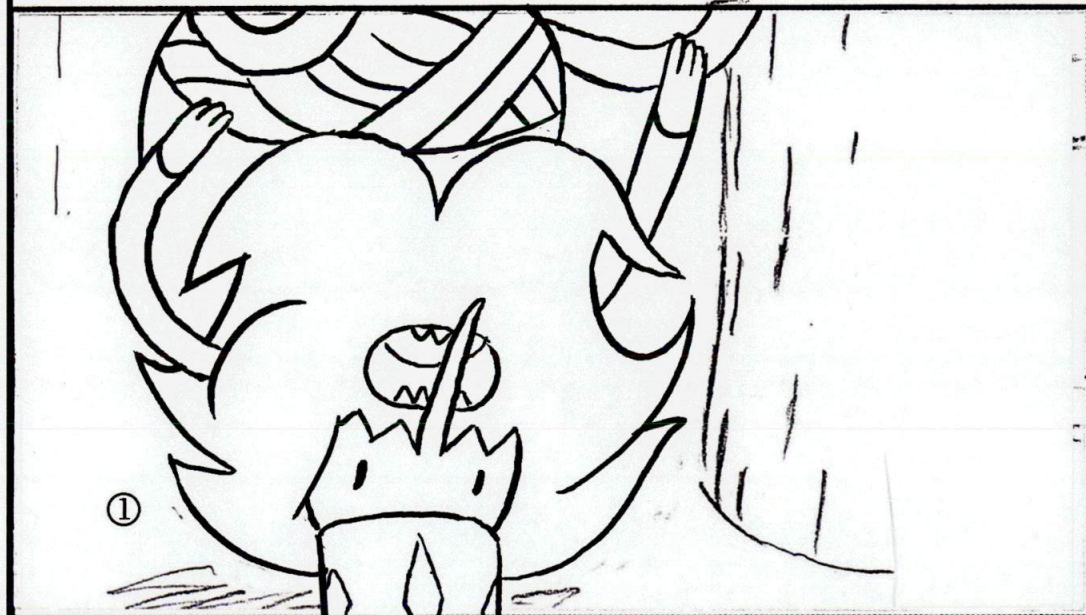


Sc. 95

Pnl. C

Bg.

day night



Dialog

Action:

SFX: *SNAP *

CAM ADJ

B
C
D

Timing:

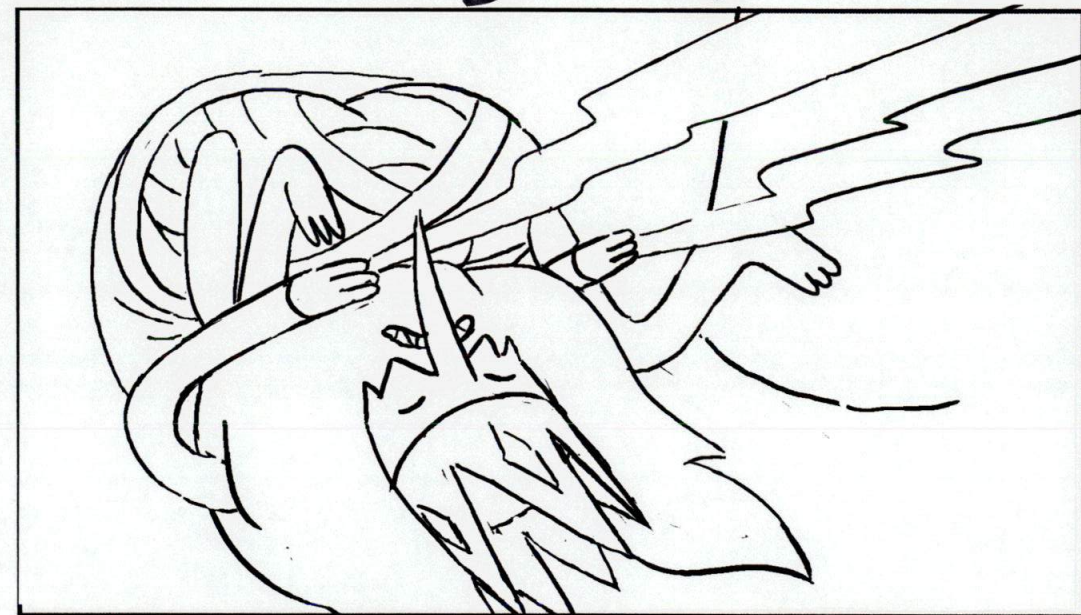


Sc. 95

Pnl. D

Bg.

Page 121
NO PG 122
day night



(IK): OOF! SFX: *ZZAP!* *

- IK HITS THE GROUND
- ICE BEAMS SHOOT OUT OF IK'S HANDS

AUG 14 2015

EPISODE # 1034-230

Production:

ADVENTURE TIME

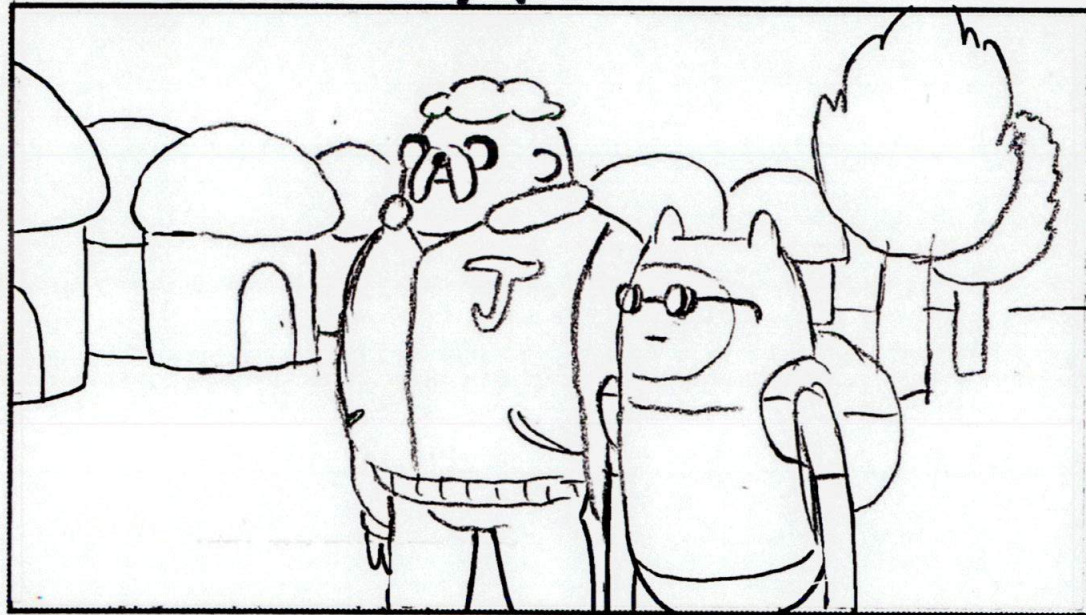


Sc. **96**

Pnl. **A**

Bg.

day night



Sc. **96**

Pnl. **B**

Bg.

Page

123

day night

123A NEXT



Dialog:

SFX:
* ZAP! *

(F) [IMPACT]

Action:

- JAKE DODGES ICE BEAM
- 2ND ICE BEAM HITS FINN'S GLASSES OFF, THEY FLY OFF

Timing:

AUG 14 2015



EPISODE # 1034-230

1034/230

ADVENTURE TIME



Page 123A
124 NEXT
day night

Sc. 96

Pnl. C

Bg.

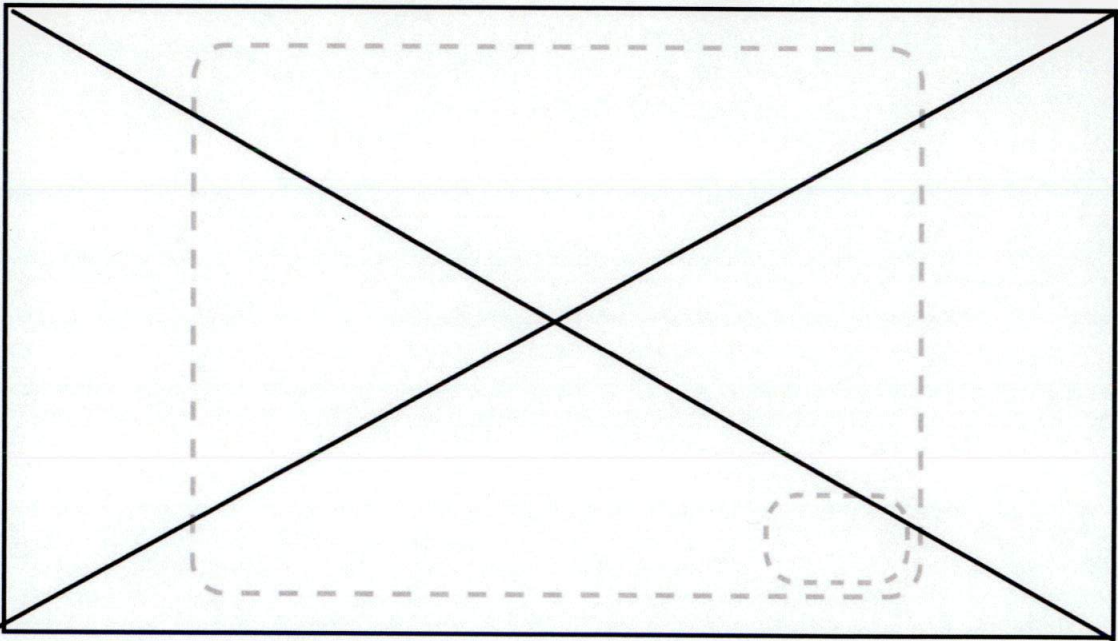
day night



Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

AUG 14 2015

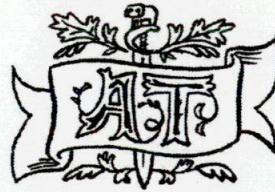
EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Sc. **97**

Pnl. **A**

Bg.

day night

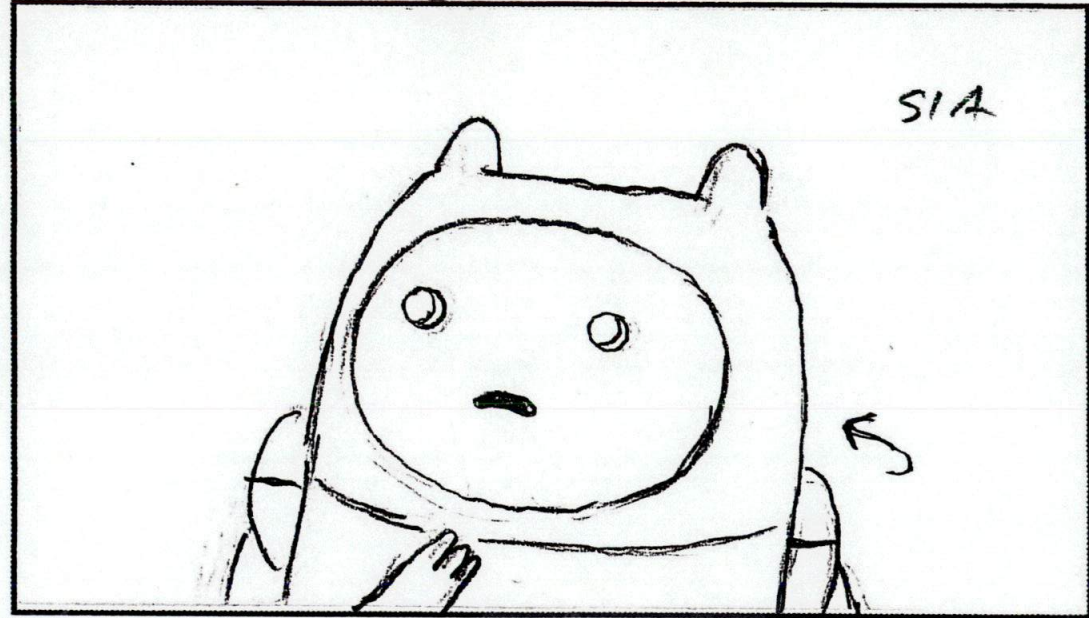


Sc. **97**

Pnl. **B**

Bg.

Page **124**
day night



Dialog:

F: (SMALL) OH NO,

Action:

-F. LOOKS UP.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME

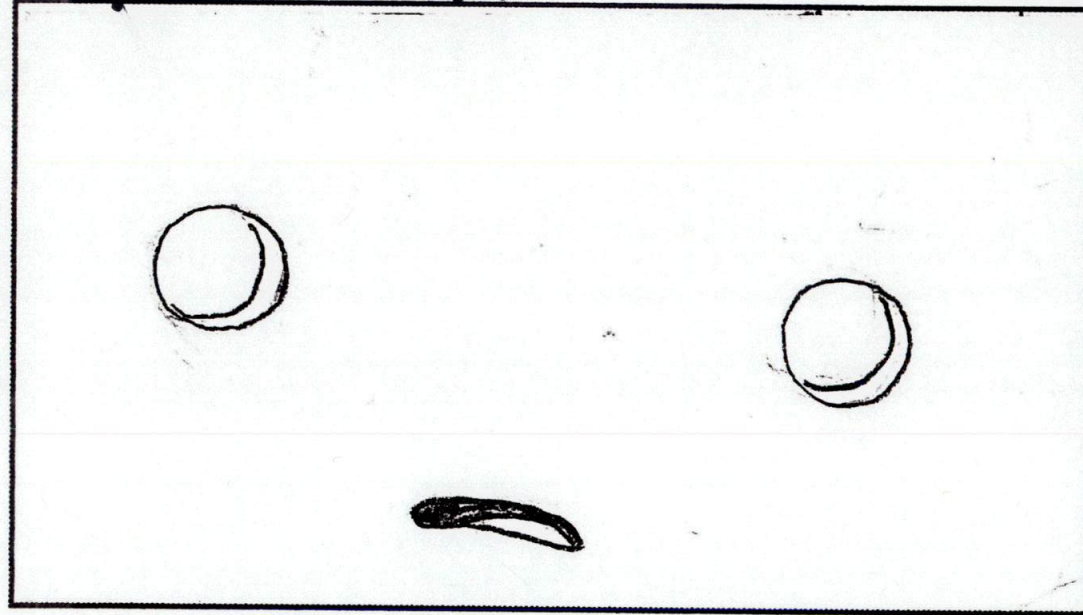


Sc. **98**

Pnl. **A**

Bg.

day night

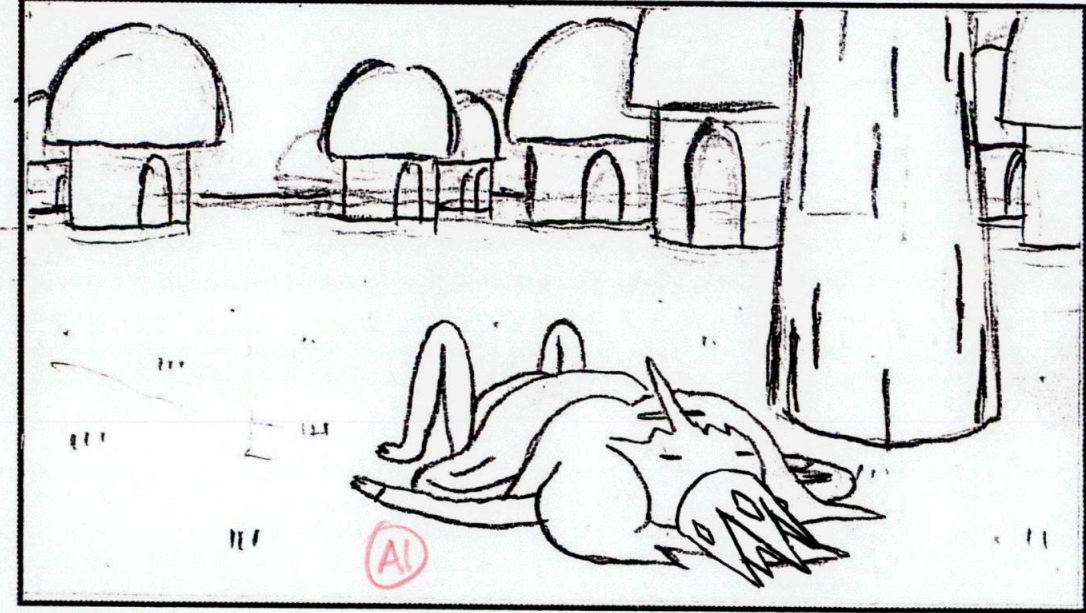


Sc. **99**

Pnl. **A**

Bg.

day night



Page **125**

Dialog: F/ "Oh no..."

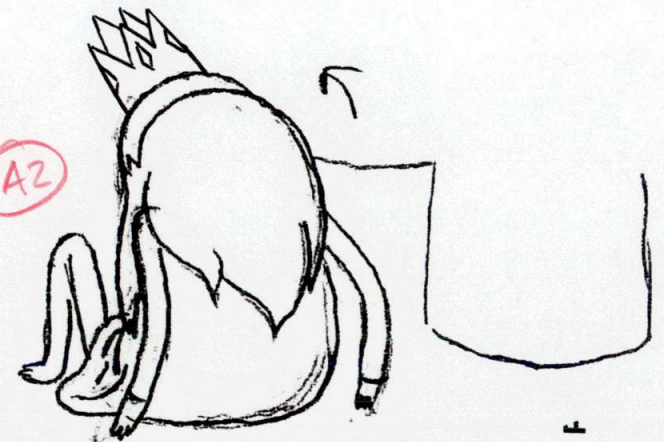
SFX: * SHYUUU *

Action:

-IK SITS UP

Timing:

AUG 14 2015



EPISODE #
1034-230

1034/230

1034/230

ADVENTURE TIME



Sc. **99**

Pnl. **B**

Bg.

day night



Sc. **99**

Pnl. **C**

Bg.

day night



Page **126**

Dialog:

Action:

— IK MORPHS INTO SIMON FORM

— IK ROLLS OVER, TO GET ON HIS FEET
— ADT LEFT W/ IK

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

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ADVENTURE TIME



Sc. **99**

Pnl. **D**

Bg.

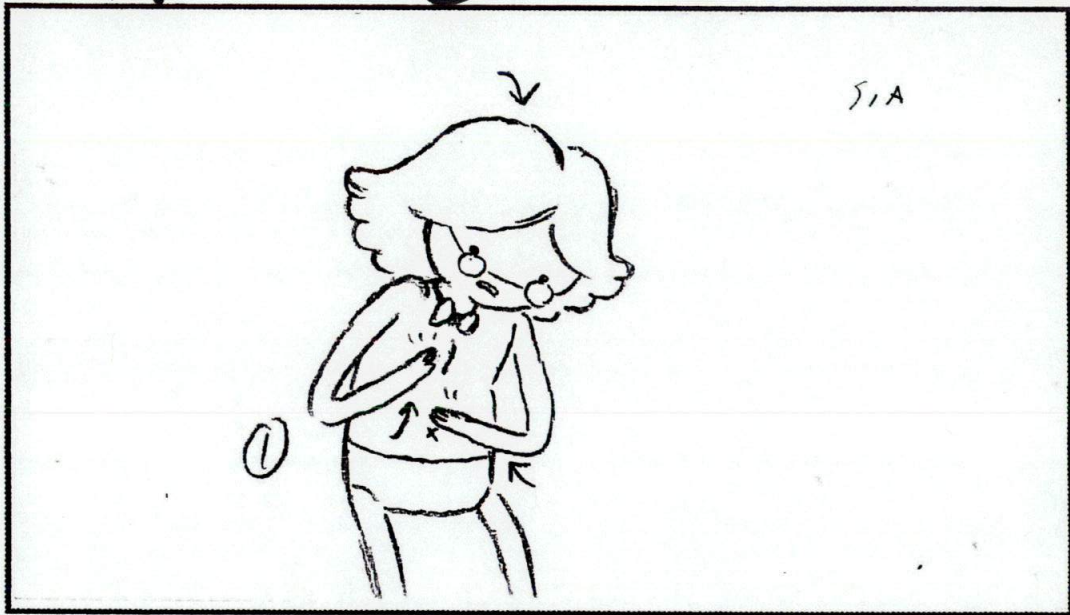
day night

Sc. **99**

Pnl. **E**

Bg.

day night



ACTION: - BK SCANDS UP - ADJ W/ IK

- IK PATS HIS STOMACH/CHEST (ONCE)
- PATS ARMS (ONCE)

Timing:

AUG 14 2015



EPISODE # 1034-230

1034/230

ADVENTURE TIME



Sc. **99**

Pnl. **F**

Bg.

day night



Sc. **100**

Pnl. **A**

Bg.

day night



EPISODE # 1034-230

Dialog:

(ICE KING VOICE)
(IK) WHERE'D MY MUSCLES GO?

(IK) I'M A SLAWNY-ARMED LOSER!

Action:

- IK NEWS HIS ARMS

Timing:

AUG 14 2015

(A2)



ADVENTURE TIME

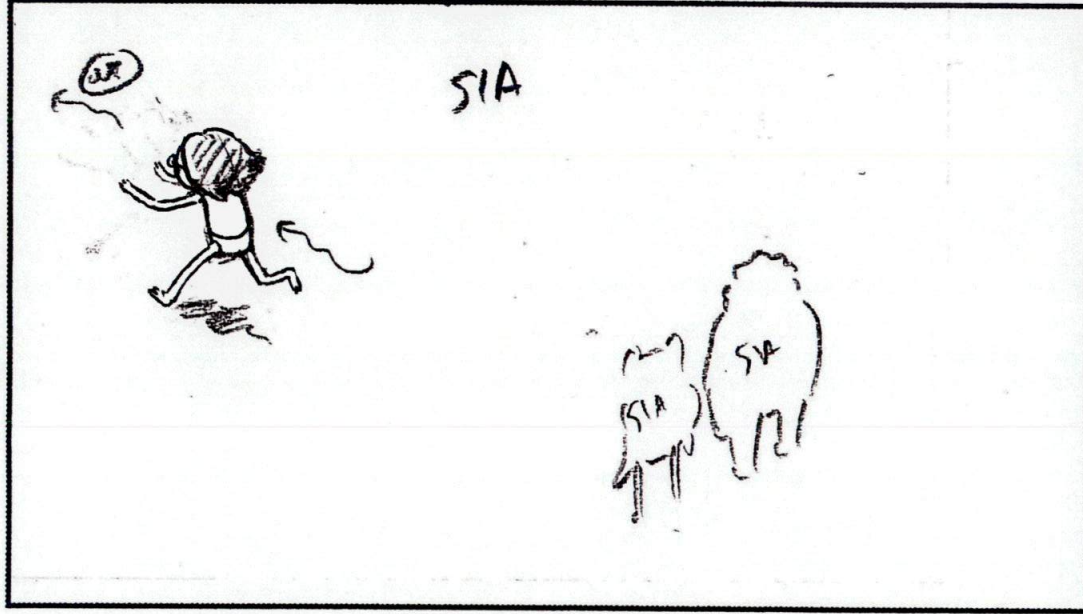


Sc. 100

Pnl. **B**

Bg.

day night

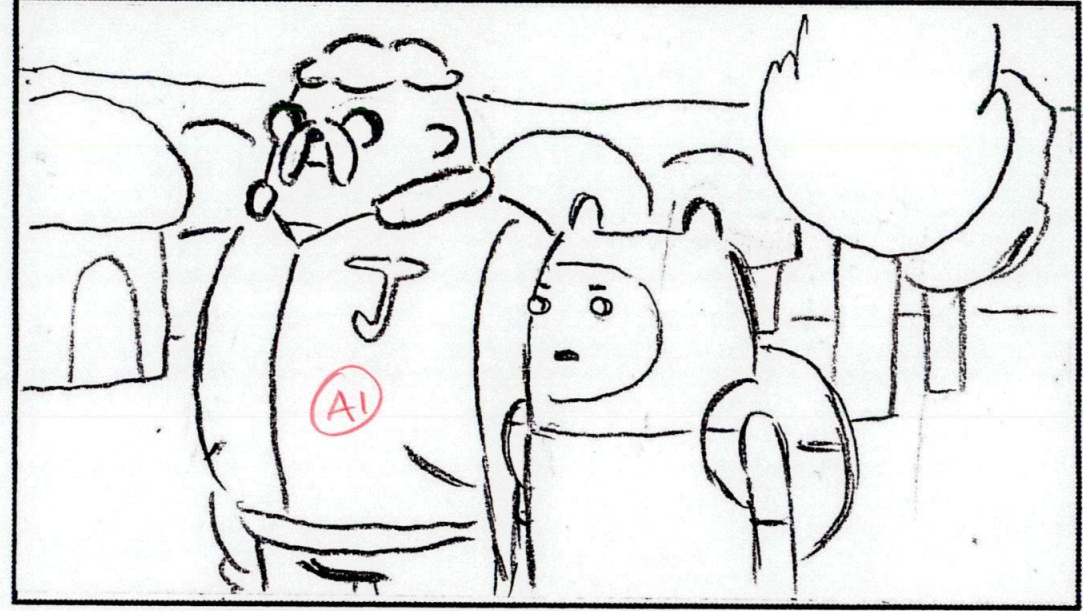


Sc. **101**

Pnl. **A**

Bg.

day night



Dialog:

(IK) (SOB)

⑤: THAT'S HOW YOU SEE HIM?

Action:

- IK RUNS AWAY

Timing:

(A2)



AUG 14 2015

Pro.

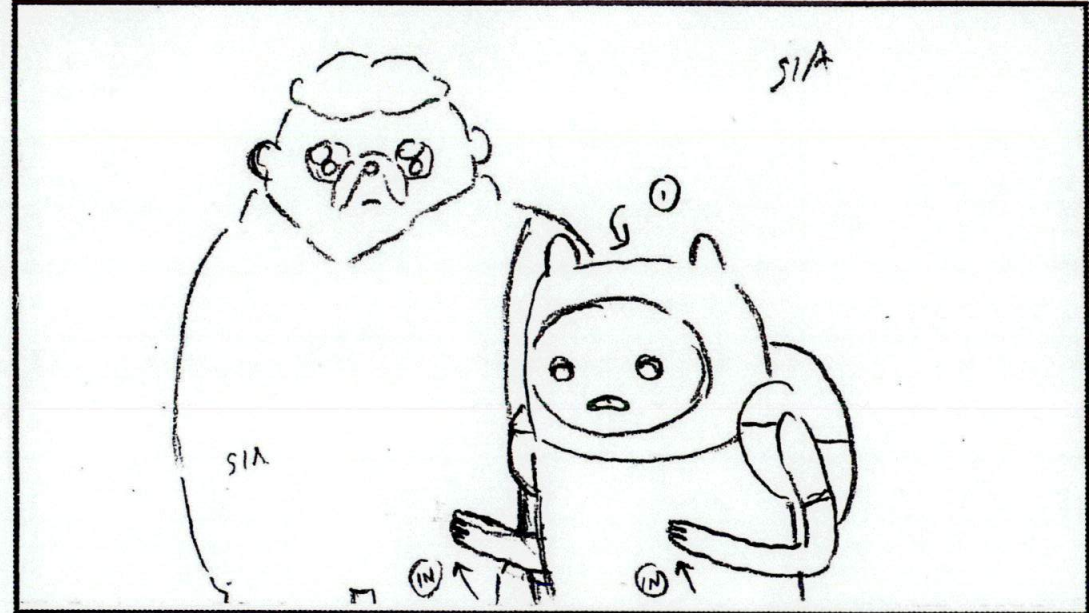
ADVENTURE TIME



Sc. 101 Pnl. B Bg. day night



Sc. 101 Pnl. C Bg. day night



Dialog:

① THAT'S BEAUTIFUL...

② SURE... I- I mean, IT'S HARD NOT TO SOMETIMES...

③ WHERE'D THOSE GLASSES GO.

Action:

Timing:

AUG 14 2015



ADVENTURE TIME



Sc. **101**

Pnl. **D**

Bg.

day night

Sc. **101**

Pnl. **E**

Bg.

Page **131**
day night



Dialog:

⊙ THERE!

Action:

- J. LOOKS RIGHT

- J POINTS TO OFF/S

Timing:

AUG 14 2015

EPISODE #

Production:

1034-230

1034/230

ADVENTURE TIME

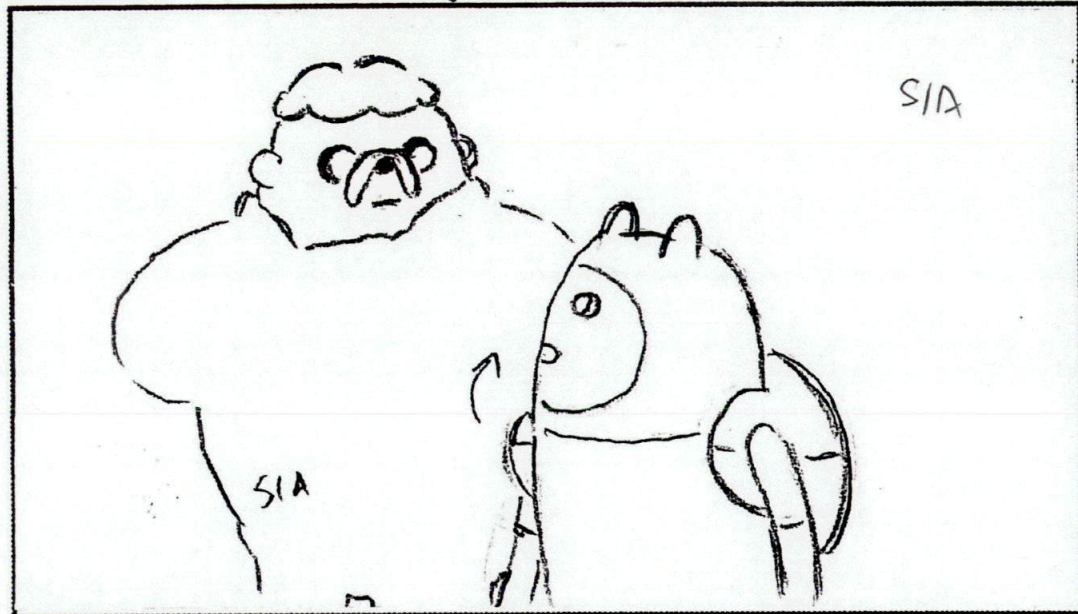


Sc. 101

Pnl. F

Bg.

day night

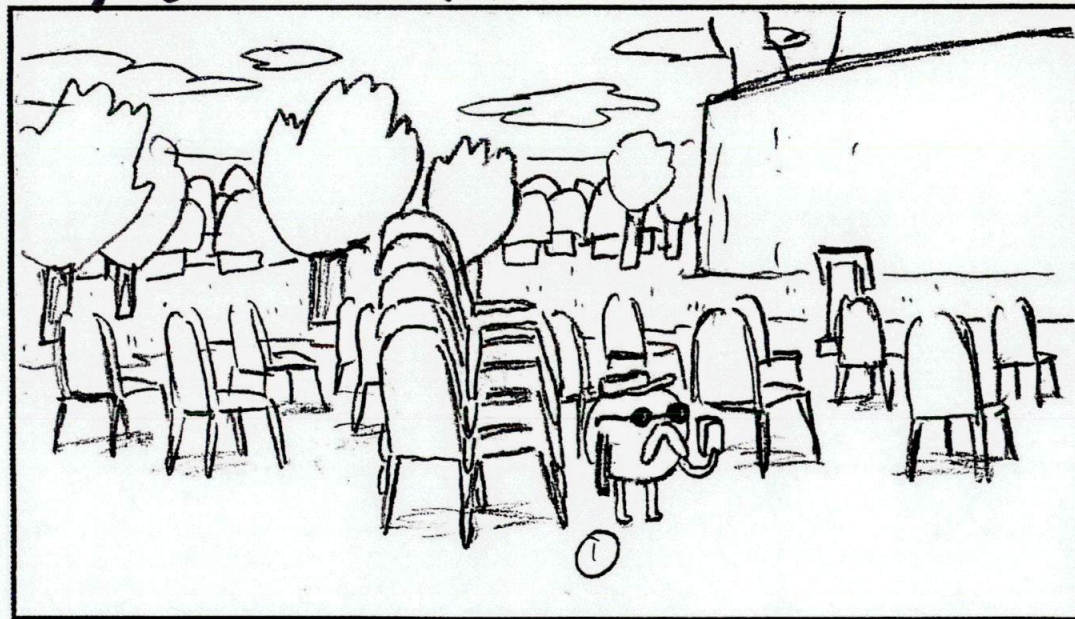


Sc. 102

Pnl. A

Bg.

day night



Page 132

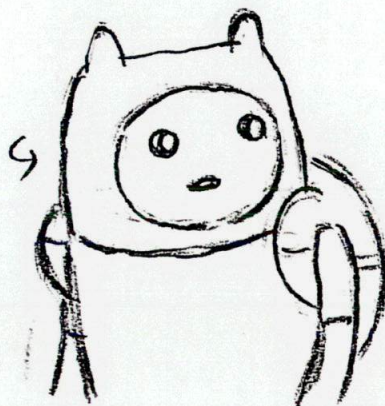
EPISODE #

1034-230

Dialog:

Action: - F LOOKS UP
AT J THEN
OFF/S

Timing:



SFX : *CAMERA SHUTTER*

- STARCHY WEARING GLASSES
- TAKES SELFIE



AUG 14 2015

1034/230

ADVENTURE TIME

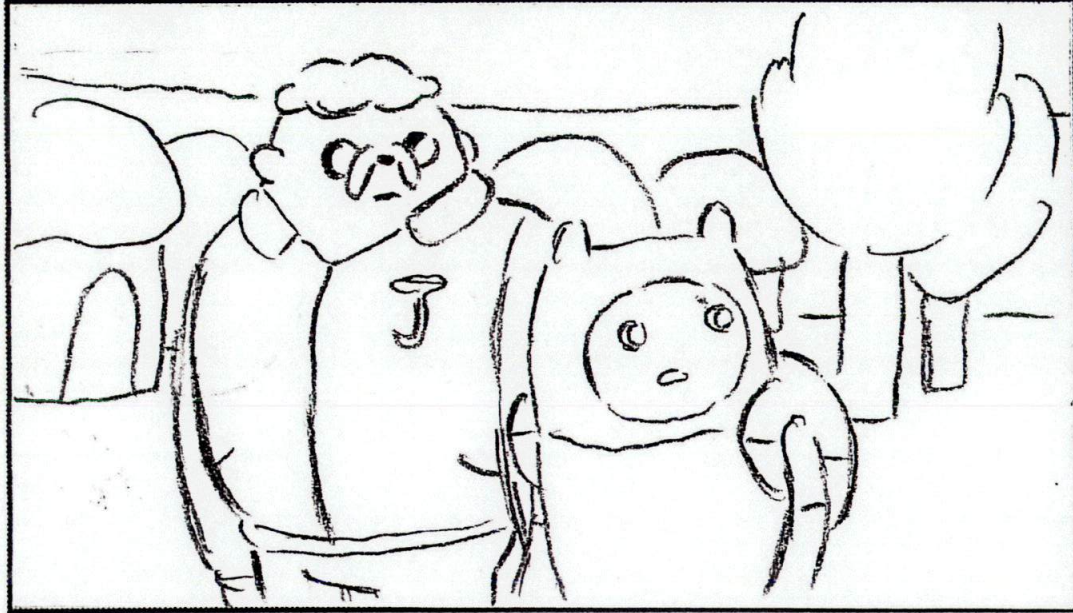


Sc. **103**

Pnl. **A**

Bg.

day night

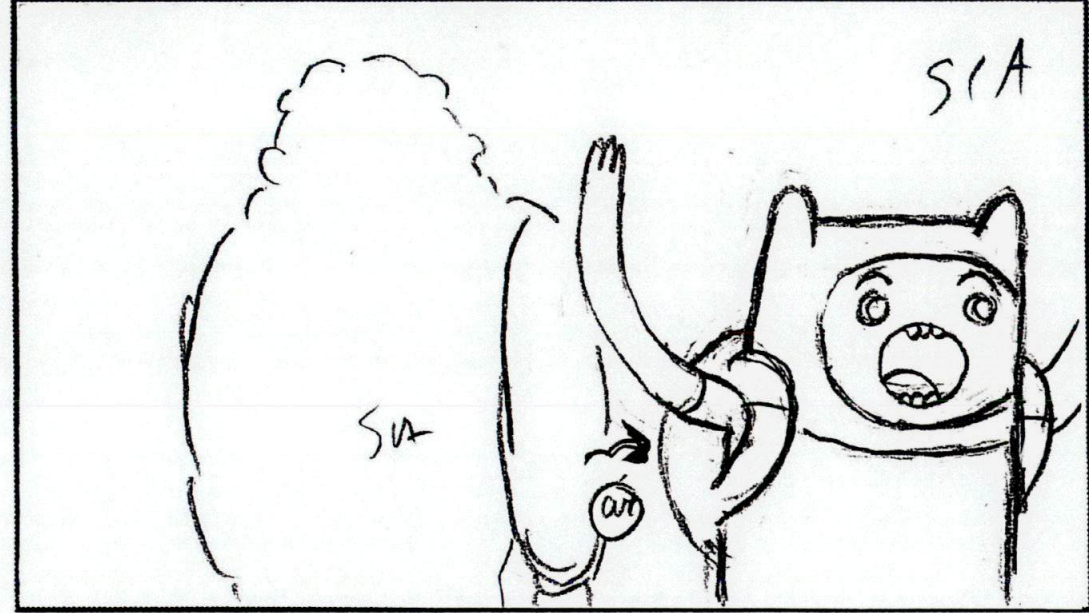


Sc. **103**

Pnl. **B**

Bg.

day night



Page **133**

Dialog:

⑥ STARCHY GIVE
THOSE BACK,
YOU THIEF!

Action:

- FINN RUNS OFF/S.

Timing:

AUG 14 2015

EPISODE #

1034-230

Production:

1034/230

ADVENTURE TIME

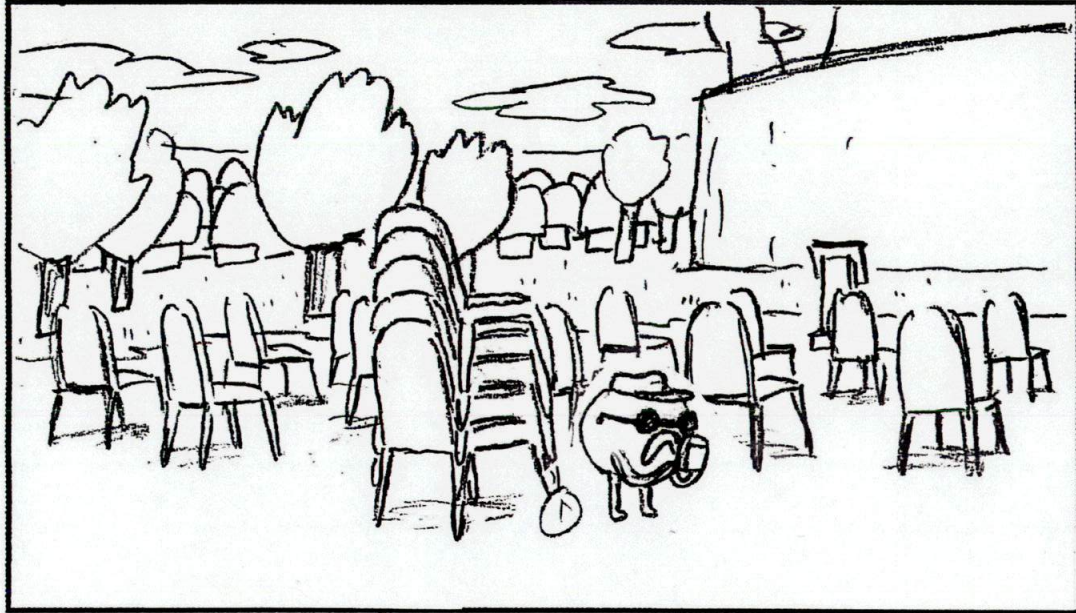


Sc. **104**

Pnl. **A**

Bg.

day night

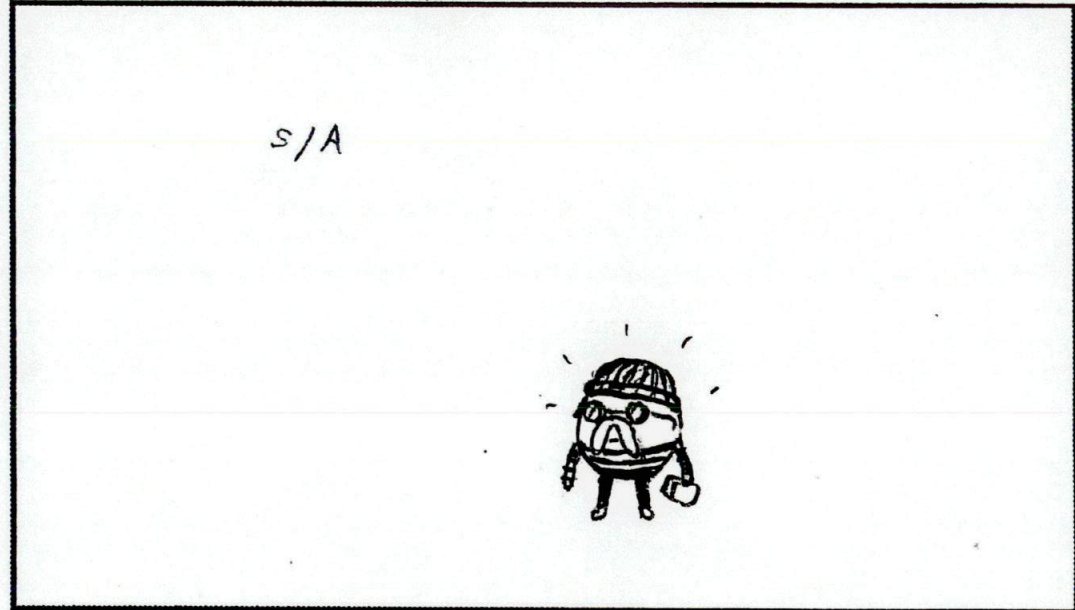


Sc. **104**

Pnl. **B**

Bg.

Page **134**
day night



Dialog:

S: HUH?

SFX: * SHYUU *

Action:

STARCHY TURNS

- STARCHY TURNS INTO
BURGLAR

Timing:



AUG 14 2015

EPISODE #
1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Sc. 104

Pnl. *C*

Bg.

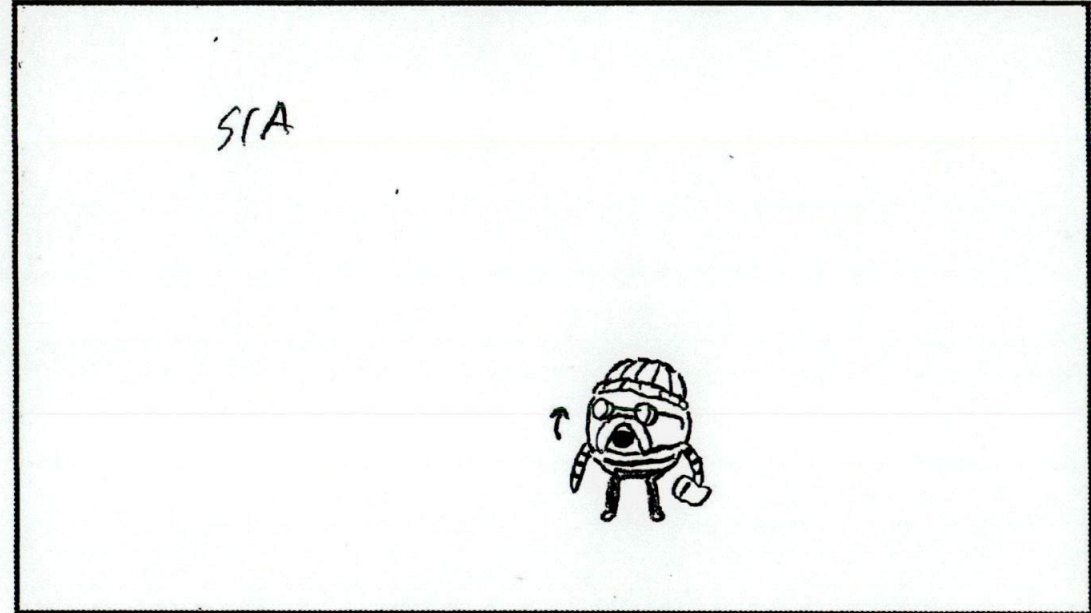
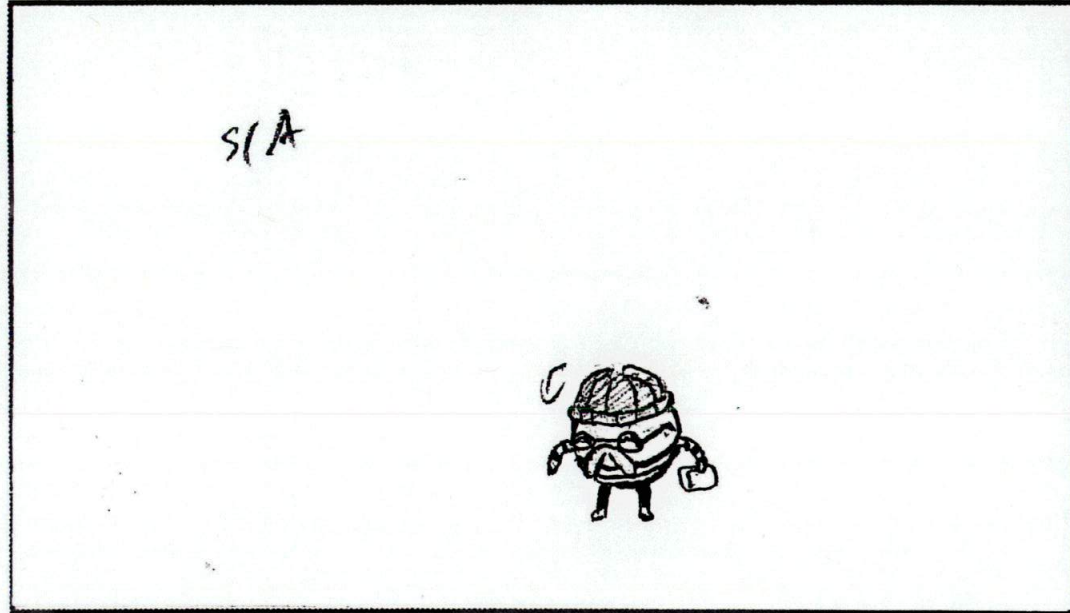
day night

Sc. 104

Pnl. *D*

Bg.

Page *135*
day night



Dialog:

STAR : NO WAY, STAR
LOOKS GOOD!

Action:

-S. LOOKS AT HIMSELF

-STAR LOOKS UP
- PUTS PHONE UNDER HAT

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



Sc. **104**

Pnl. **E**

Bg.

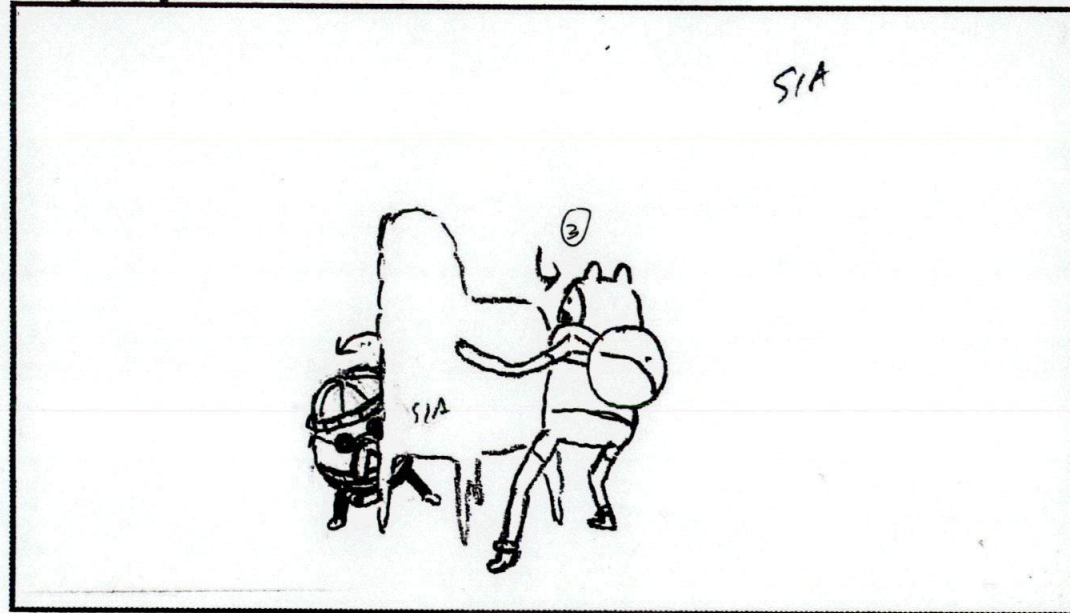
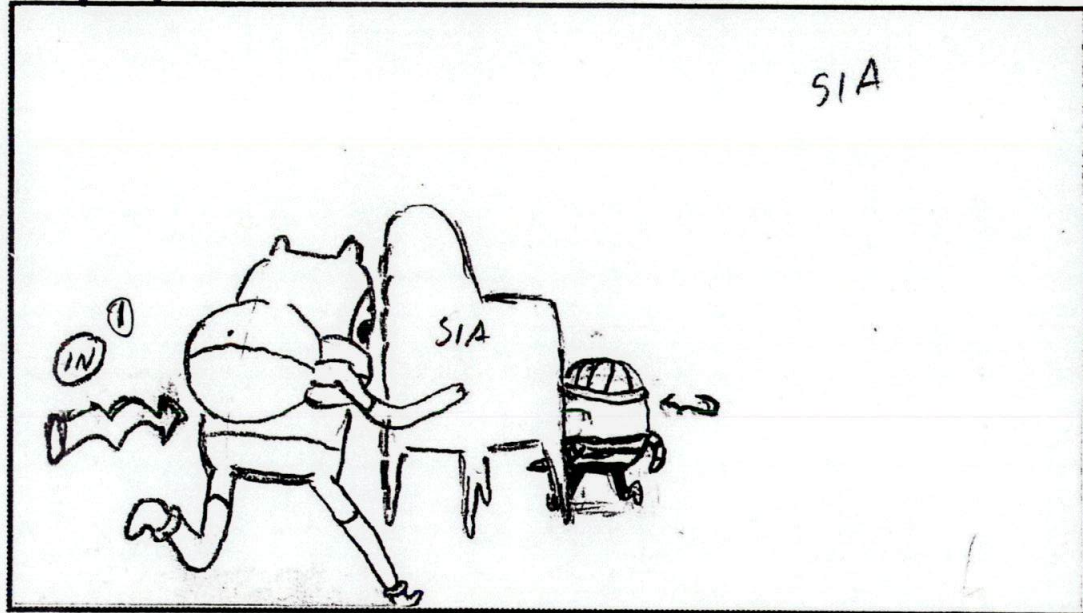
day night

Sc. **104**

Pnl. **F**

Bg.

Page **136**
day night



Dialog:

Action:

= FIN COMES AFTER
STARFLY

Timing:



AUG 14 2015

EPISODE #
1034-230

Production:

1034/230

ADVENTURE TIME



Sc. **104**

Pnl. **G**

Bg.

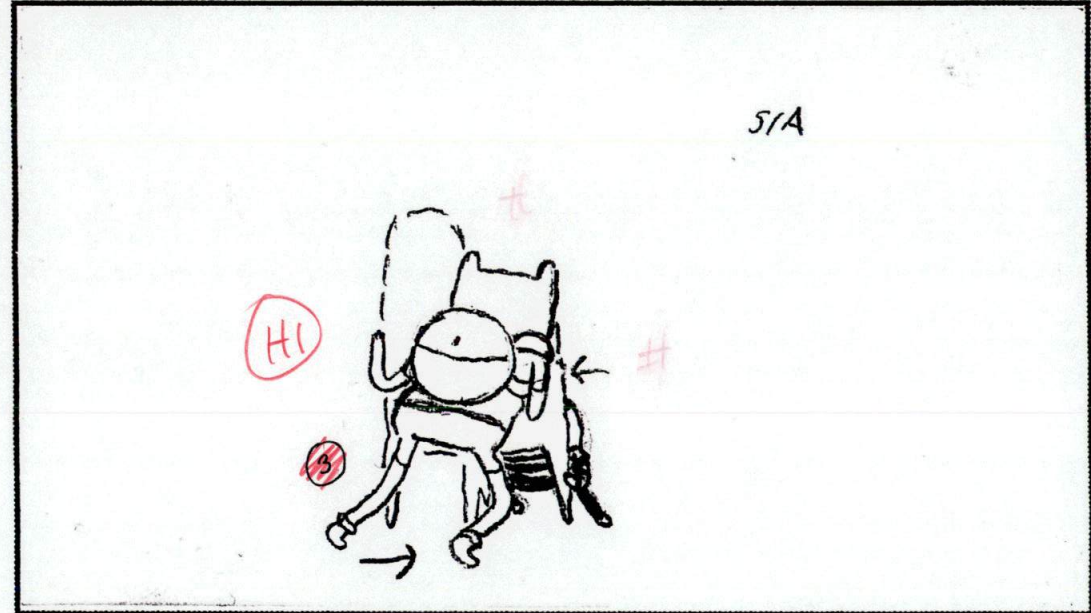
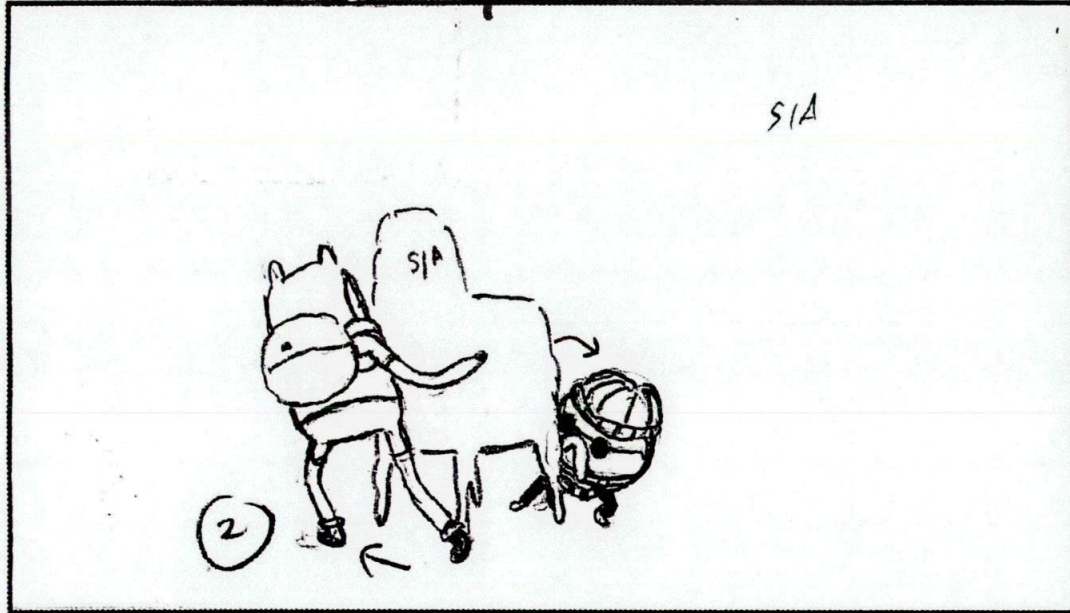
day night

Sc. **104**

Pnl. **H**

Bg.

Page **137**
day night



1034-230

EPISODE #

Dialog:

Action:

-F+J JOCKEY
BACK AND FORTH

Timing:



(3), (4), (3) QUICK

AUG 14 2015



1034/230

ADVENTURE TIME

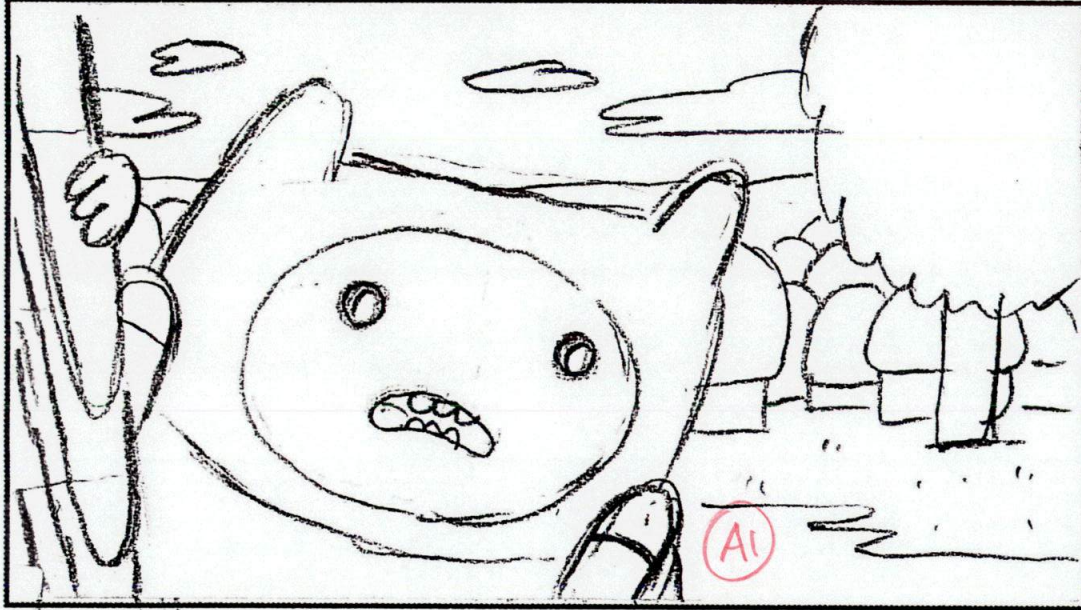


Sc. 105

Pnl. A

Bg.

day night

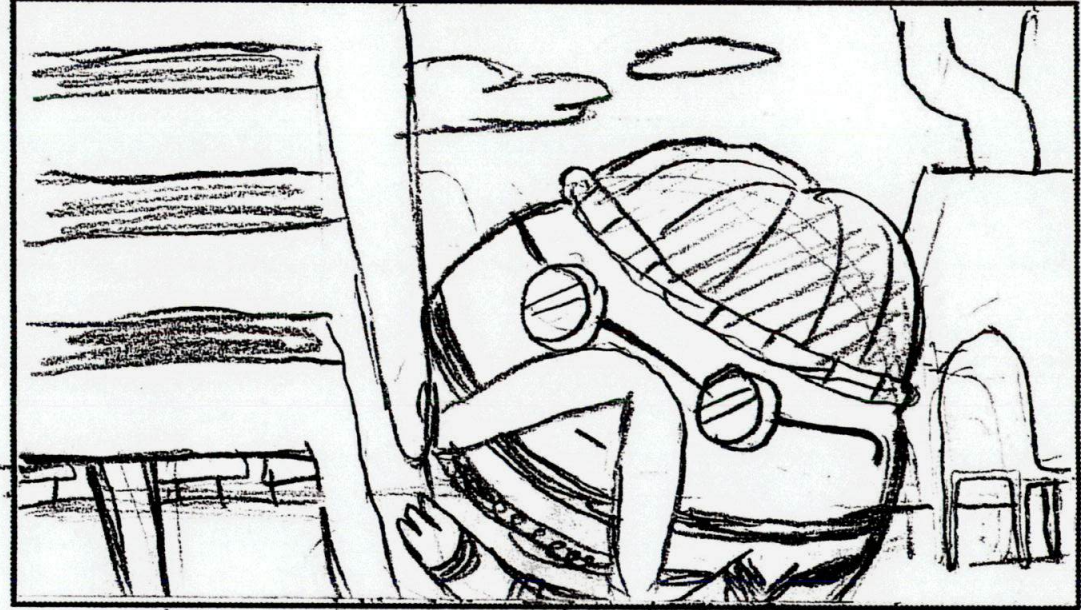


Sc. 106

Pnl. A

Bg.

Page 138
day night

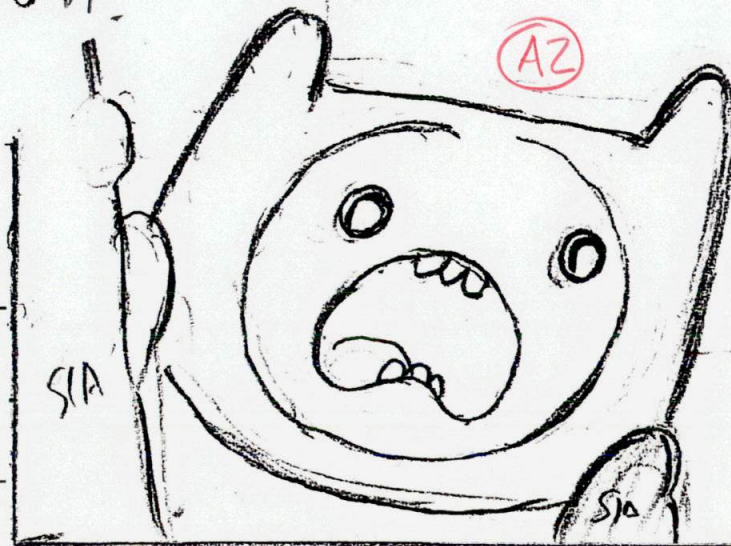


Dialog:

⑥ STARCHY YOU BUTT!

Action:

Timing:



AUG 14 2015

EPISODE #

1034-230

Production:

ADVENTURE TIME

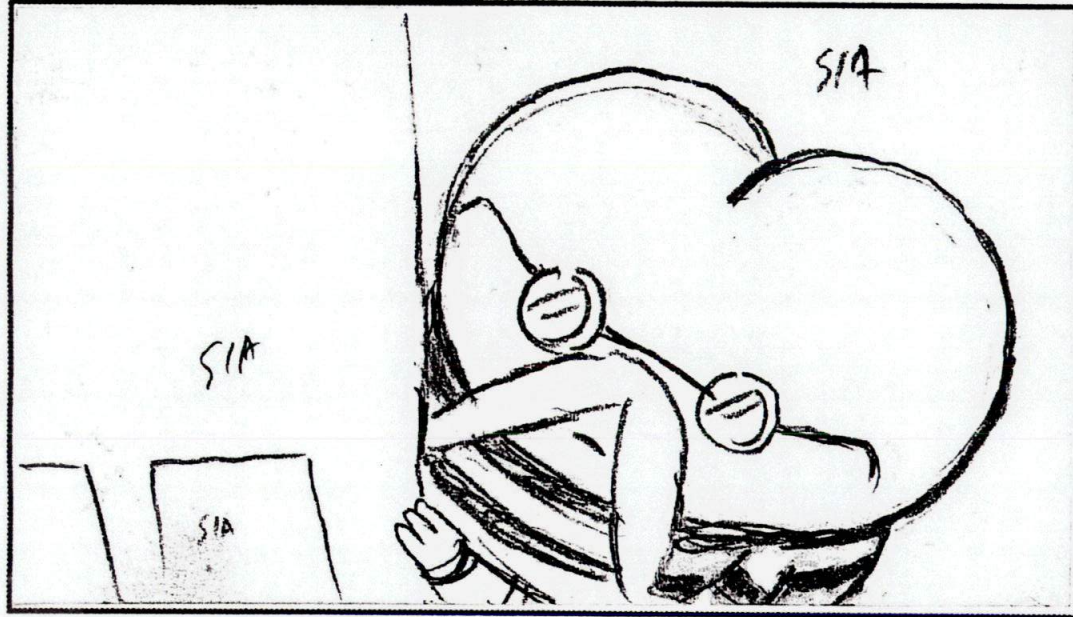


Sc. 106

Pnl. **B**

Bg.

day night



Sc. 106

Pnl. **C**

Bg.

Page **139**
day night



Dialog:

SFX: *SHYUUU*

⑤ = OOOOOH!!

Action:

- STARCHY'S HEAD
TURNS INTO A BUTT

- STARCHY FEELS HEAD

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

ADVENTURE TIME



Sc. **107**

Pnl. **A**

Bg.

day night

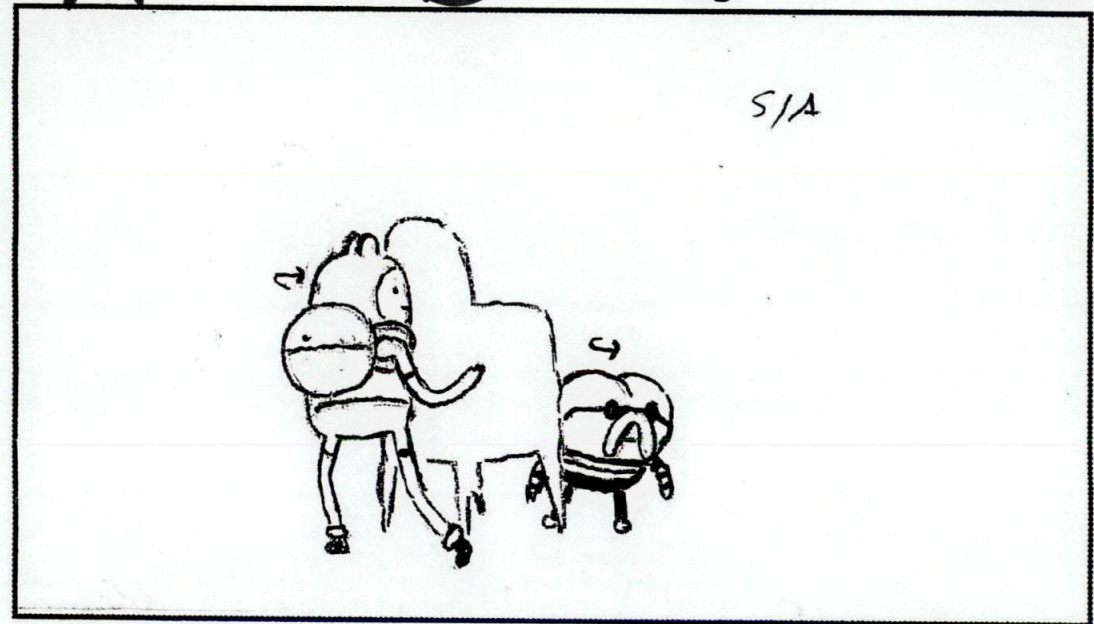


Sc. **107**

Pnl. **B**

Bg.

day night



Page **140**

1034-230

EPISODE #

Production:

Dialog:

(F) Oof... SORRY,

(PB) (OFF/S) WHAT'S GOING ON HERE!

Action:

- F + STARCHY LOOK RIGHT

Timing:

AUG 14 2015



②

1034/230

1034/230

ADVENTURE TIME



Sc. **107**

Pnl. **C**

Bg.

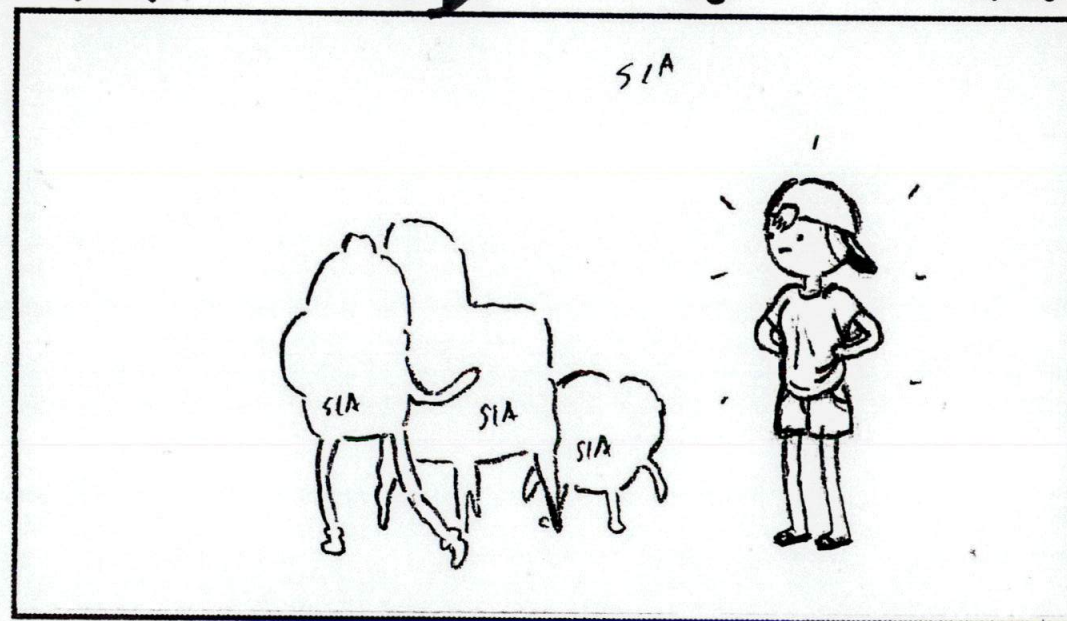
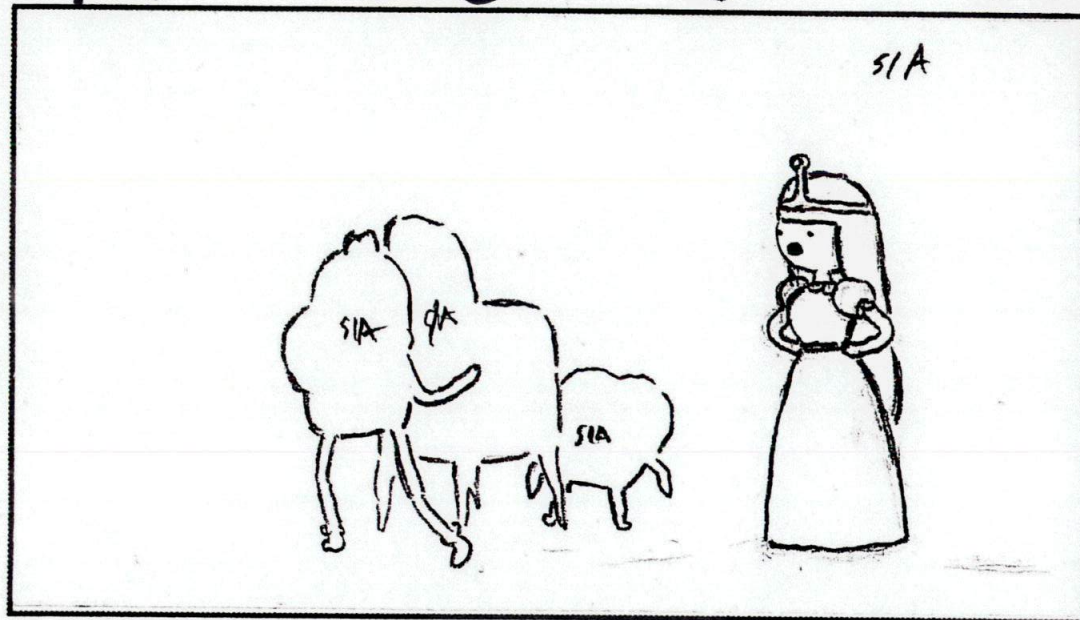
day night

Sc. **107**

Pnl. **D**

Bg.

Page **141**
day night



Dialog:

SFX: * SHYUU *

Action:

-PB WALKS ON/S.

-PB TURNS INTO "BOY"
W/ BASEBALL CAP + PUP FLAPS

Timing:

AUG 14 2015

Production:

EPISODE #

1034-230

1034/230

ADVENTURE TIME

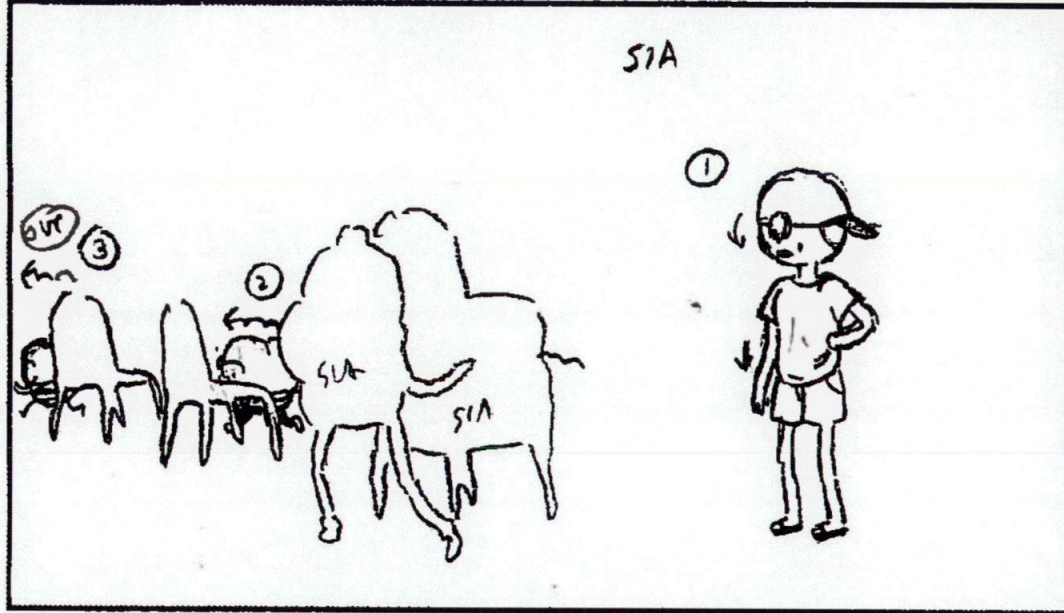


Sc. 107

Pnl. E

Bg.

day night



Sc. 108

Pnl. A

Bg.

Page 142
day night



Dialog:

STARCHY: AHH!!

Action:

- STARCHY RUNS OFF

- PB LOOKS AT HERSELF

Timing:

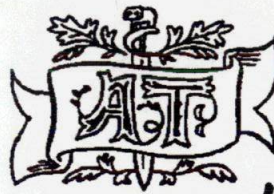
AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 108

Pnl. B

Bg.

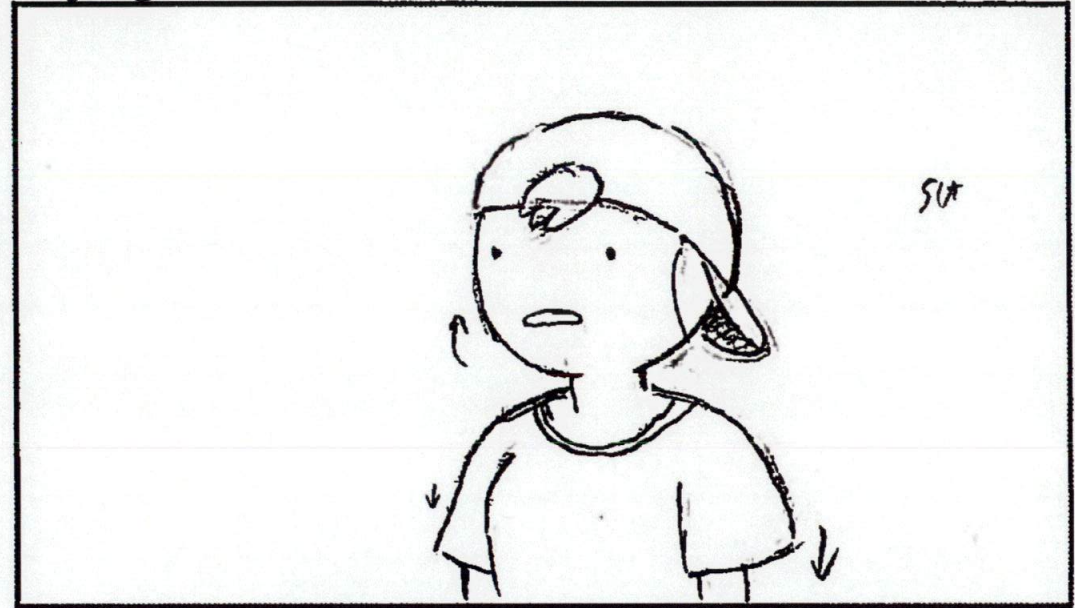
day night

Sc. 108

Pnl. C

Bg.

Page 143
day night



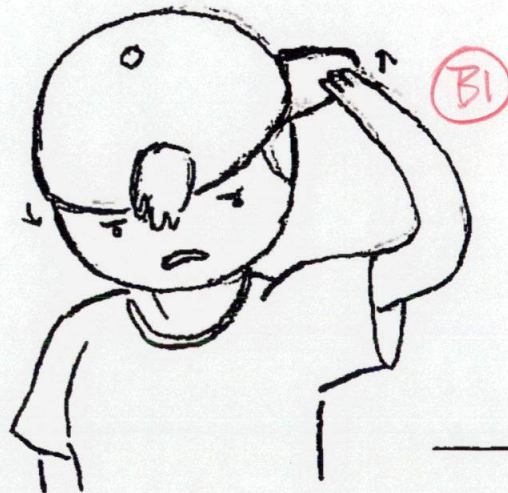
Dialog:

(PB) [GRUNT]

Action:

- PB PUSHES ON CAP
BUT IT'S STUCK

Timing:



(PB) Can you explain this?

AUG 14 2015

EPISODE # 1034-230

Production:

ADVENTURE TIME



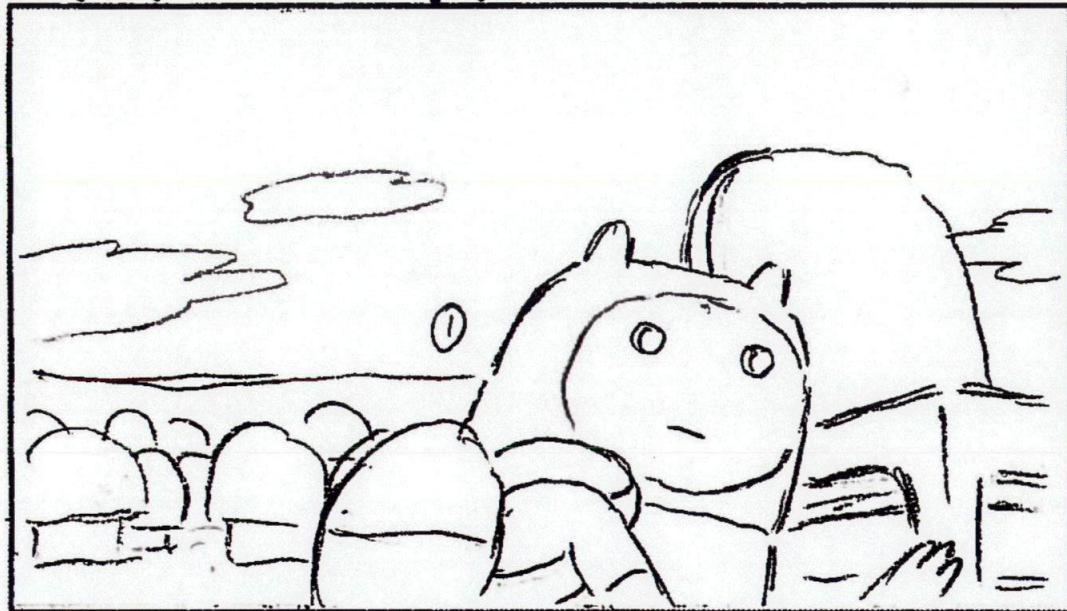
Page **144**

Sc. **109**

Pnl. **A**

Bg.

day night



Sc. **109**

Pnl. **B**

Bg.

day night

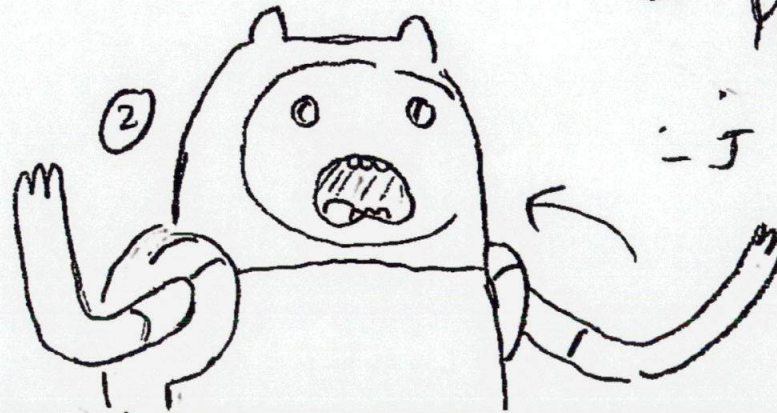


Dialog:

① I DONT KNOW, I'M NOT A
PSYCHIATRIST!

Action:

Timing:



② C'MON LET'S GET
YOU HOME DUDE

- J COVERS FINN'S EYES
- ADJ LEFT

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. **110**

Pnl. **A**

Bg.

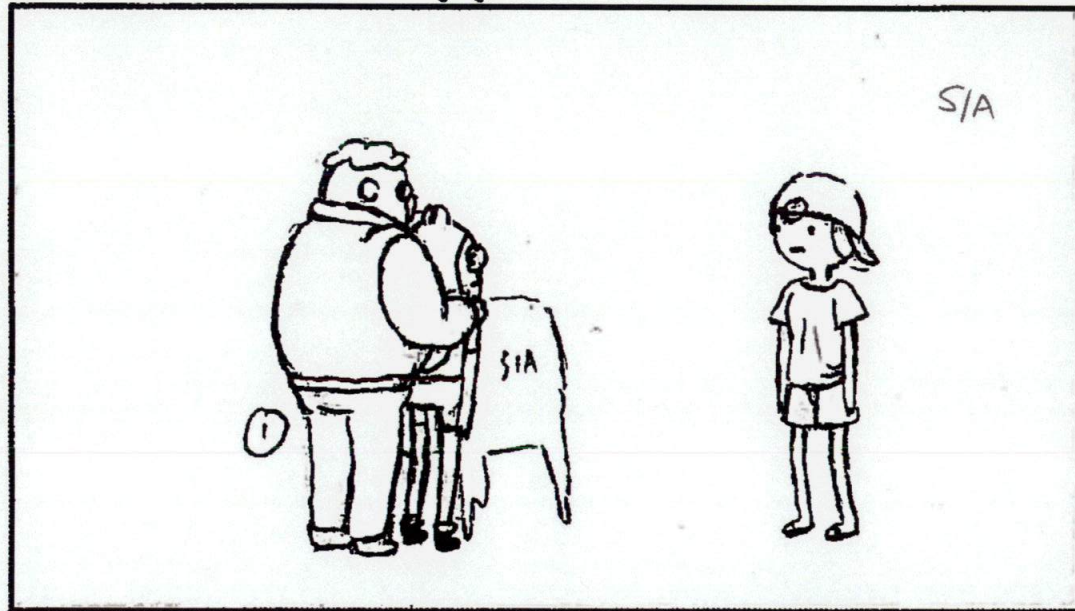
day night

Sc. **110**

Pnl. **B**

Bg.

Page **145**
day night



Dialog:
Action: - J LIFTS FINN, PIVOTS AROUND/SETS F DOWN
Timing:



⑤: PEEBS, GOOD LUCK WITH THE SPEECH!

- J. HUSTLES OFF/S.

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Sc. **110**

Pnl. **C**

Bg.

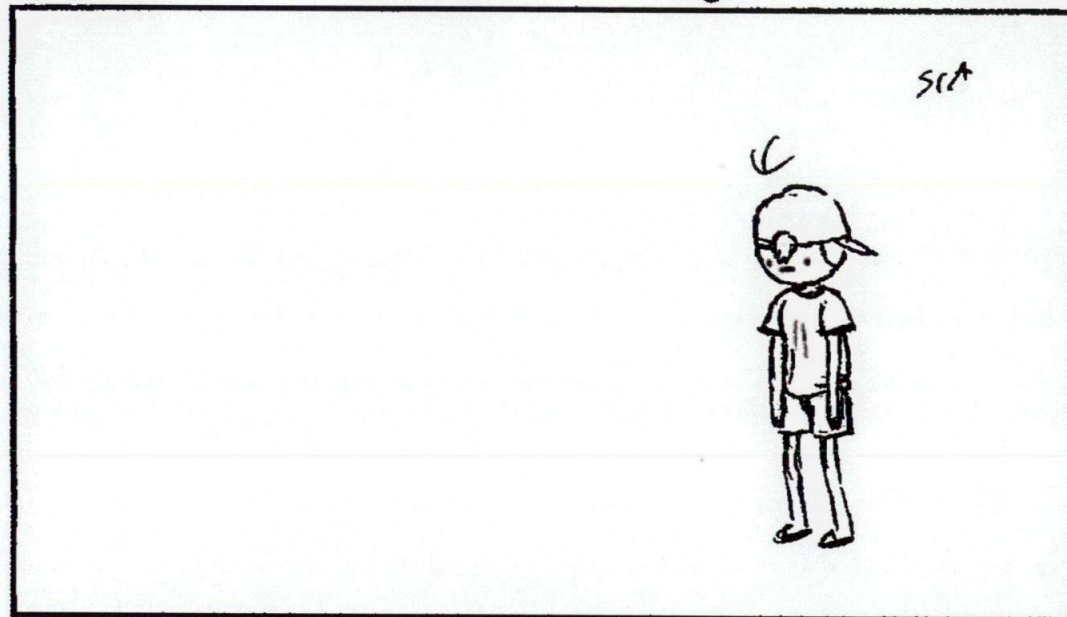
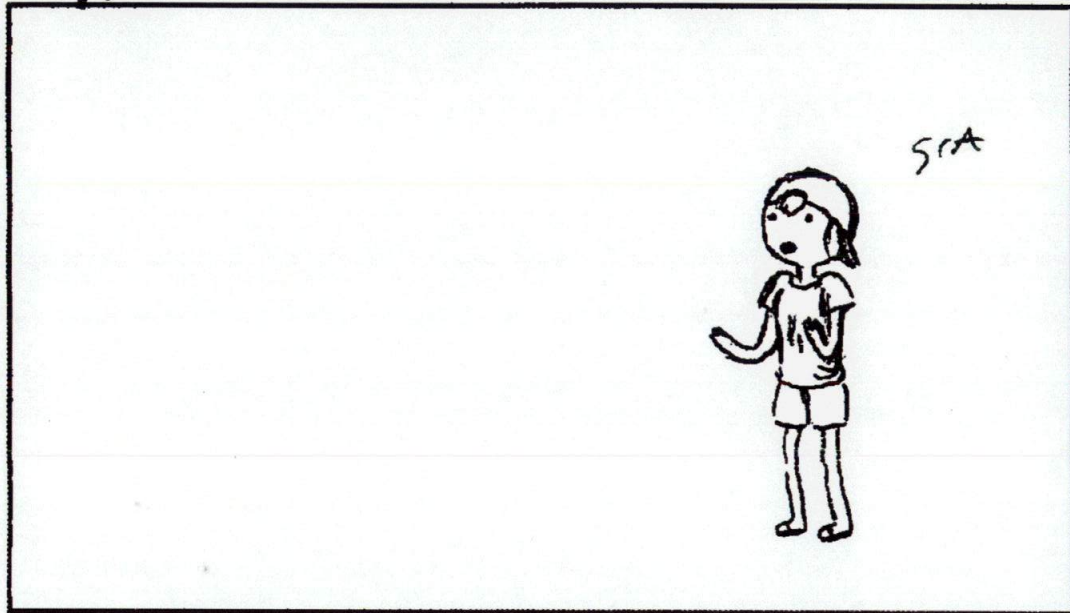
day night

Sc. **110**

Pnl. **D**

Bg.

Page **146**
day night



Dialog:

(PB) BUT I --

(CB) (SIGH)

Action:

Timing:

AUG 14 2015

EPISODE # 1034-250

Production:

1034/230

ADVENTURE TIME



Sc. **110** Pnl. **E** Bg. day night

51A

Sc. **110 cont** Pnl. Bg. day night

Dialog:	(PB) TEEN BOY HEART THROB IT IS.
Action:	
Timing:	AUG 14 2015

EPISODE # 1034-230

Production:

ADVENTURE TIME



Page **148**

Sc. **111**

Pnl. **A**

Bg.

day night

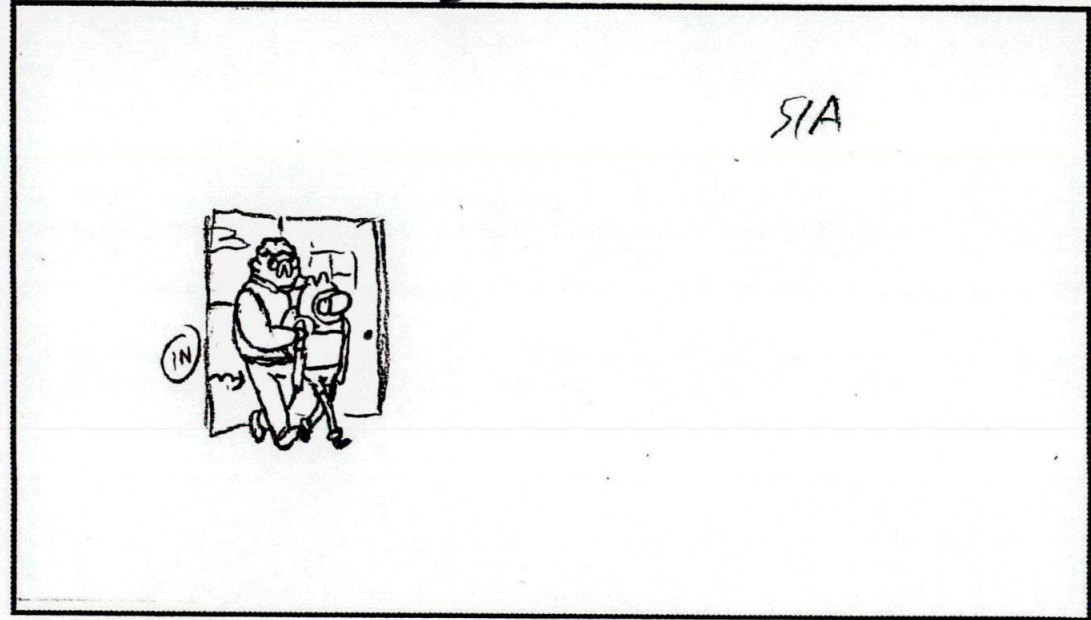


Sc. **111**

Pnl. **B**

Bg.

day night



Dialog:

Ⓜ OKAY AT LEAST NOW
WE'RE SAFE FROM YOU
DUNKIN' UP ANY MORE OF OUR
FRIENDS.

Action:

- F + J WALK IN THRU DOOR

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



Sc. 111

Pnl. C

Bg.

day night

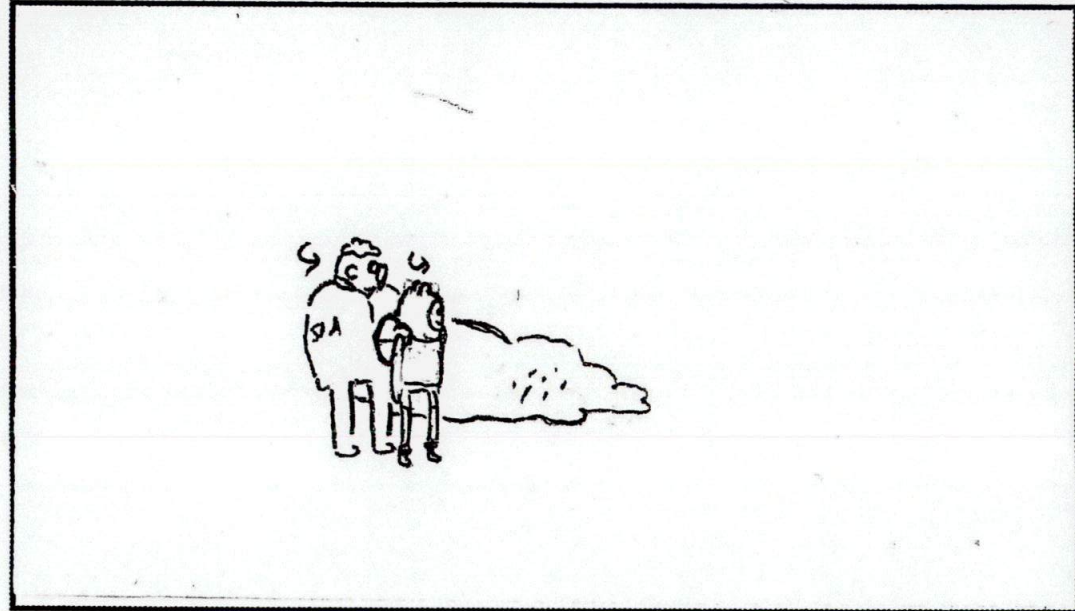


Sc. 111

Pnl. D

Bg.

Page 149
day night



Dialog:

SFX : DOOR SHUT

F/ No body got hurt.

Action:

• J LETS GO OF PANN
• DOOR CLOSES

Timing:



SFX : * JINGLING COINS *

- RIPPLE IN TREASURE PILE

AUG 14 2015

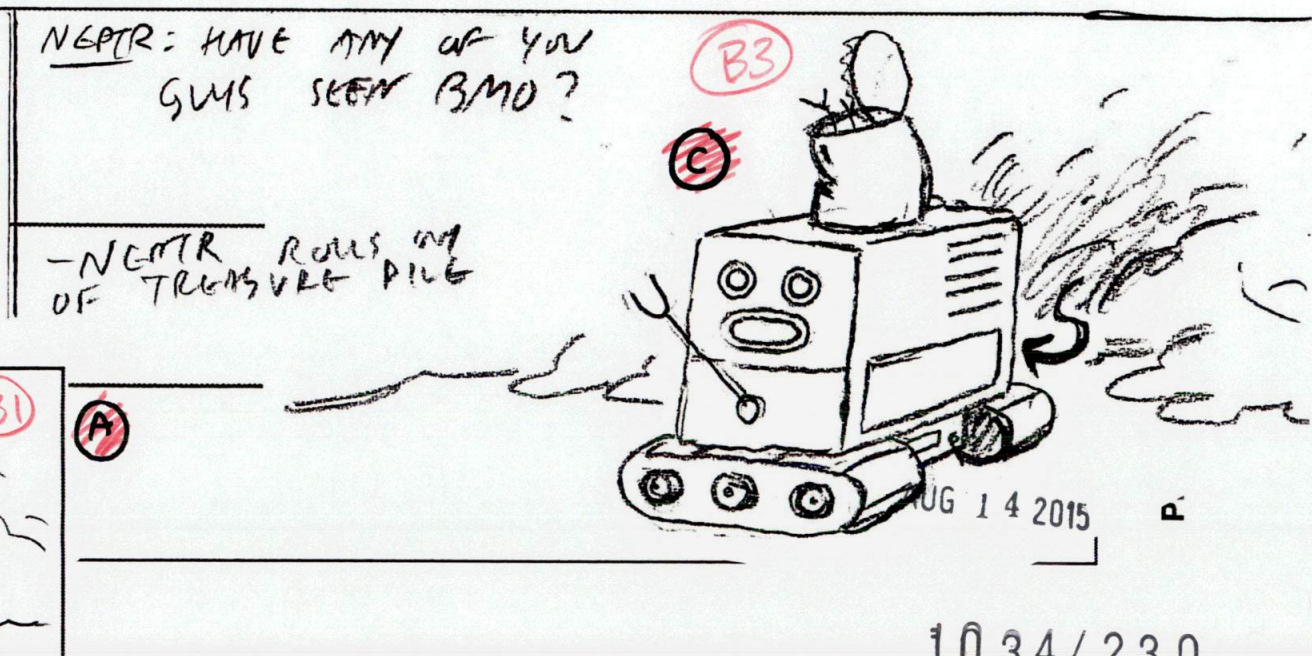
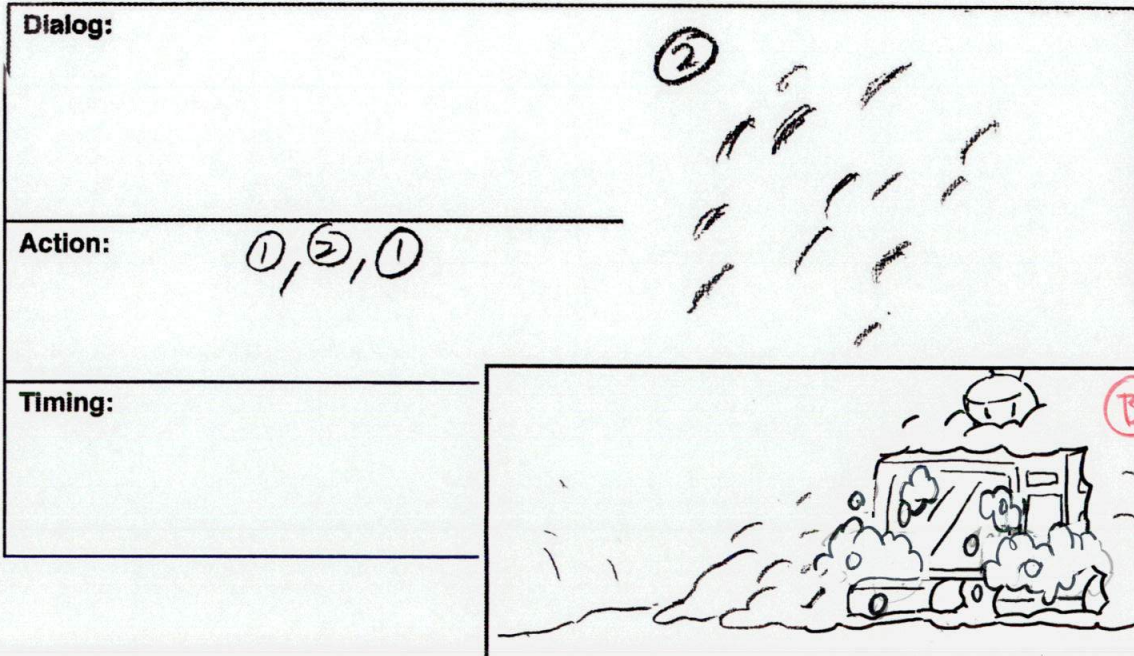
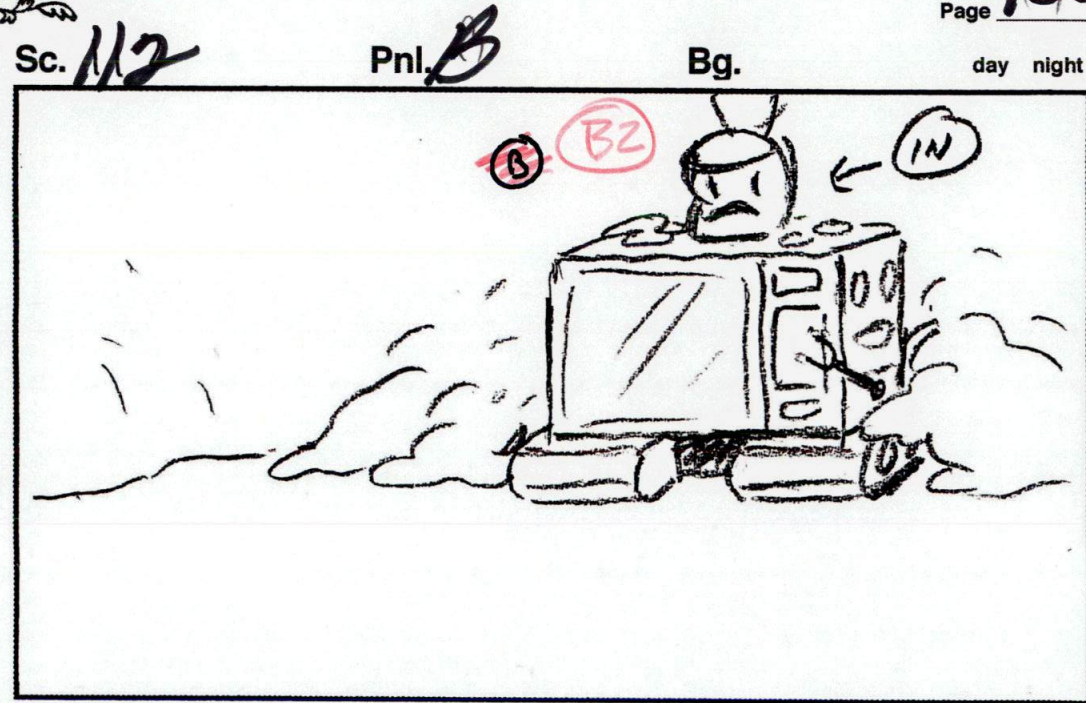
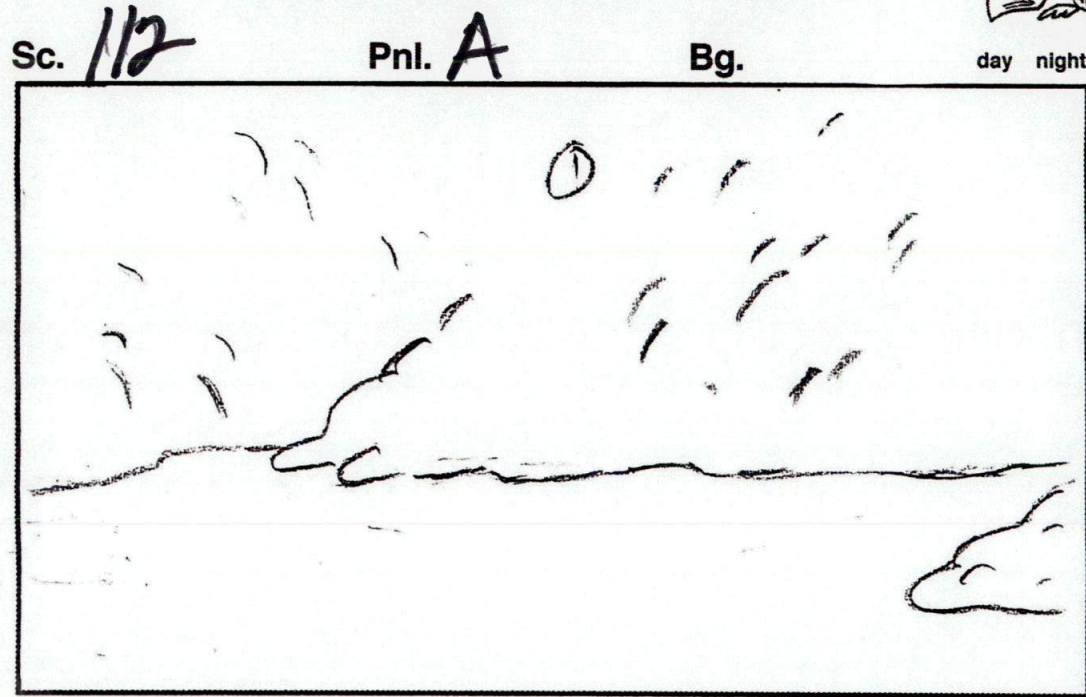
EPISODE # 1034-230

Production:

1034/230

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ADVENTURE TIME



EPISODE # 1034-230

AUG 14 2015

1034/230

ADVENTURE TIME



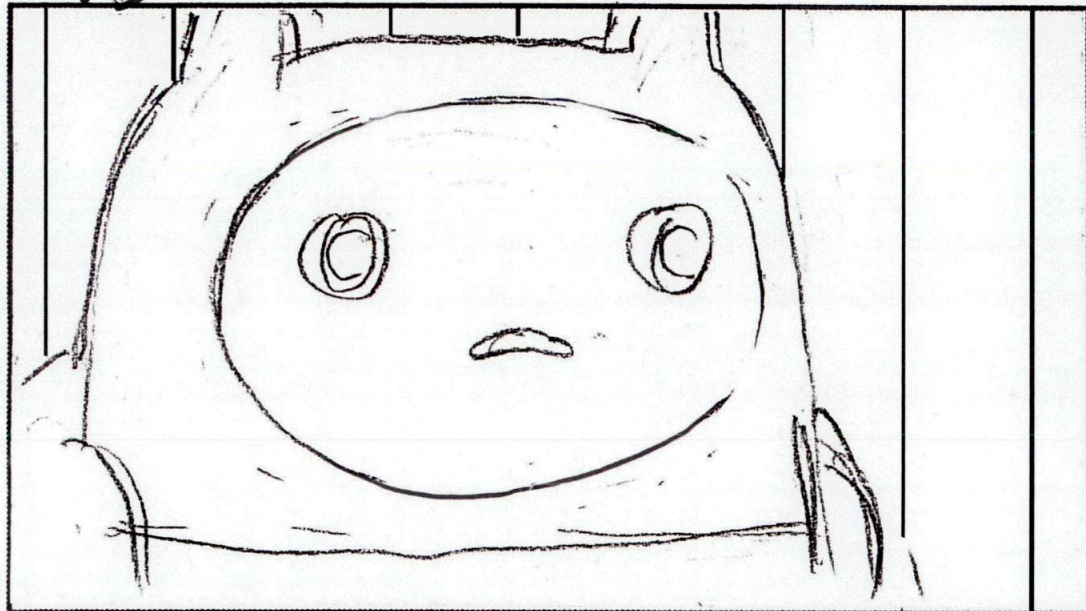
Page **151**

Sc. **113**

Pnl. **A**

Bg.

day night

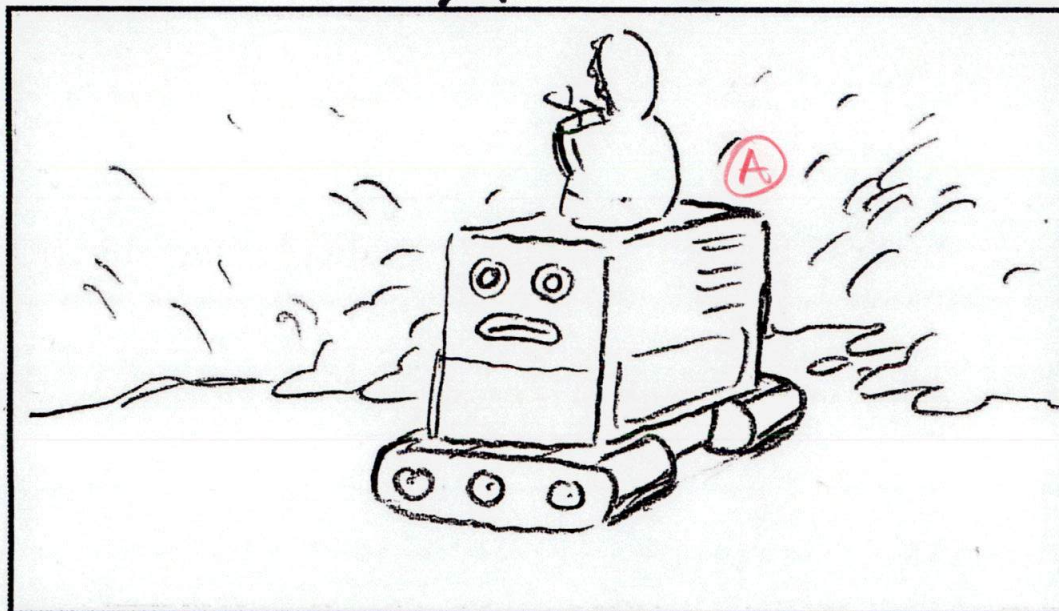


Sc. **114**

Pnl. **A**

Bg.

day night



EPISODE #
1034-230

Dialog:

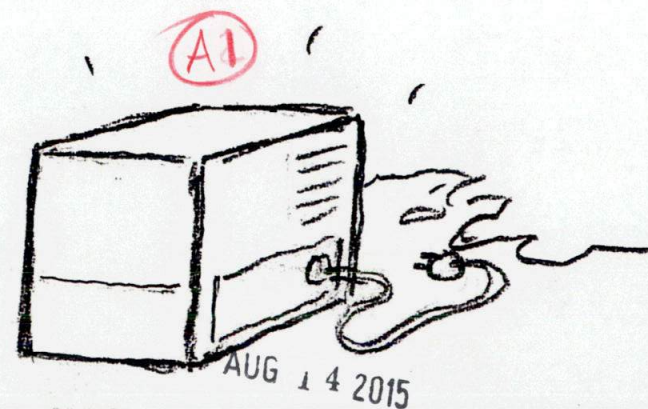
SFX: * SHYUU *

SFX: = POOF =

Action:

- NEPTR TURNS INTO
MICROWAVE

Timing:

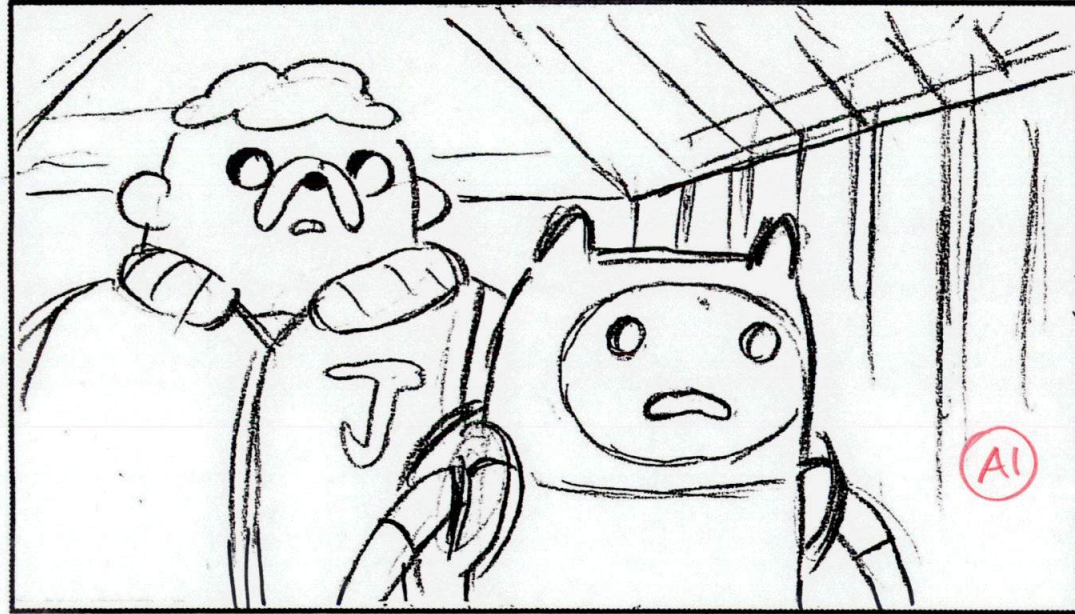


1034/230

ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night



Dialog: ⓕ AAAH!

Action: _____

Timing: _____

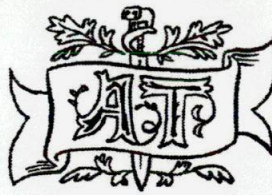


ⓕ DID I KILL NEPTR?!

— -F LOOKS AT JAKE-

AUG 14 2015

ADVENTURE TIME



Page **153**

Sc. **115**

Pnl. **C**

Bg.

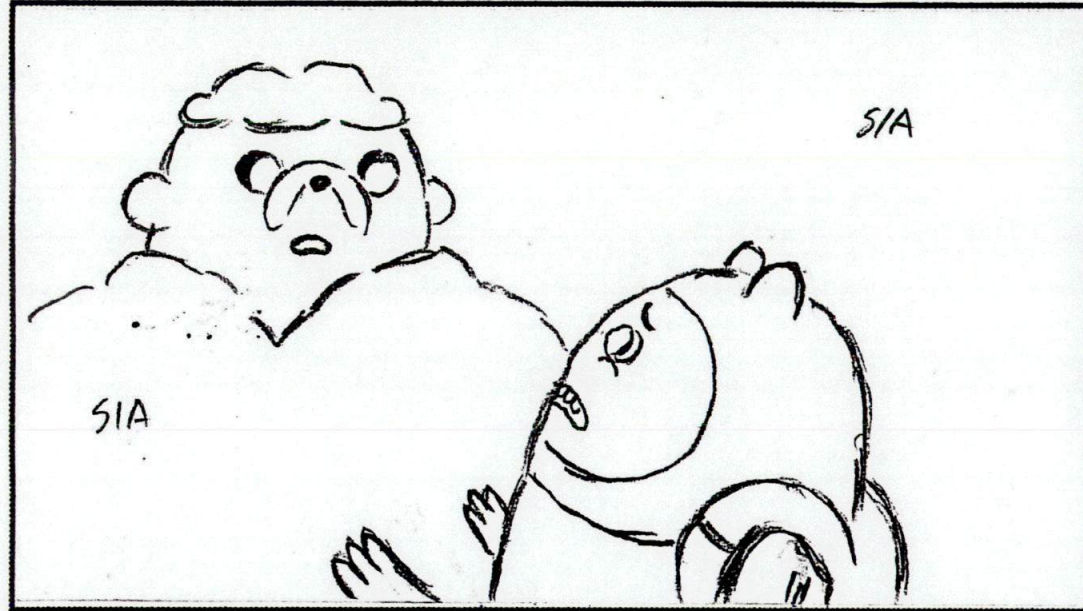
day night

Sc. **115**

Pnl. **D**

Bg.

day night



Dialog: **(D)** YOU TURNED HIM INTO A
MICROWAVE. ...SO, YEAH YOU
KINDA DID.

(F) B-BU--- BUT---

Action:

- J WALKS OFF
PAST FINN

Timing:

AUG 14 2015

1034-230
EPISODE #

Production:

1034/230

ADVENTURE TIME



Page **154**

Sc. **116**

Pnl. **A**

Bg.

day night

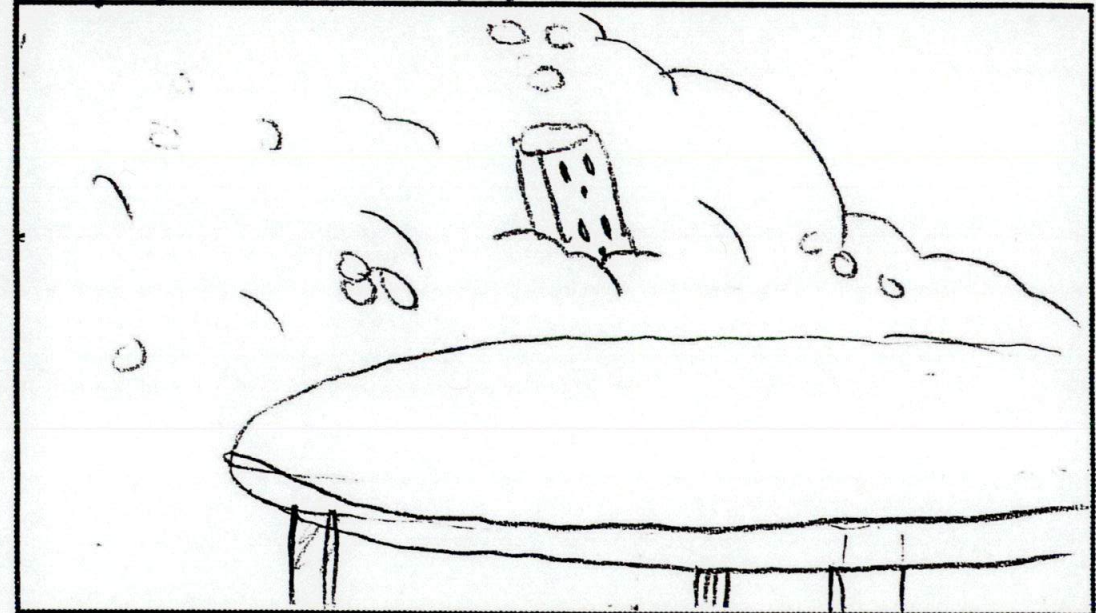


Sc. **117**

Pnl. **A**

Bg.

day night



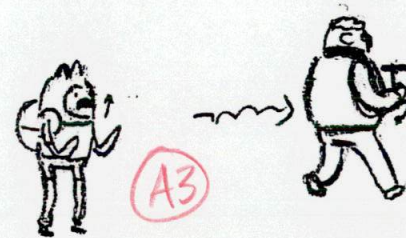
Dialog:

(F) THAT'S NOT HOW I SEE
NEPTR -- IS IT?

Action:

→ PICKS UP
MICROWAVE WAVES
TOWARD TABLE

Timing:



AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Sc. 117

Pnl. B

Bg.

day night



Sc. 117

Pnl. C

Bg.

day night



Dialog:

Action:

- J. WALKS ON/S WITH
MICROWAVE

- J SETS DOWN MICROWAVE
ON TABLE -

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



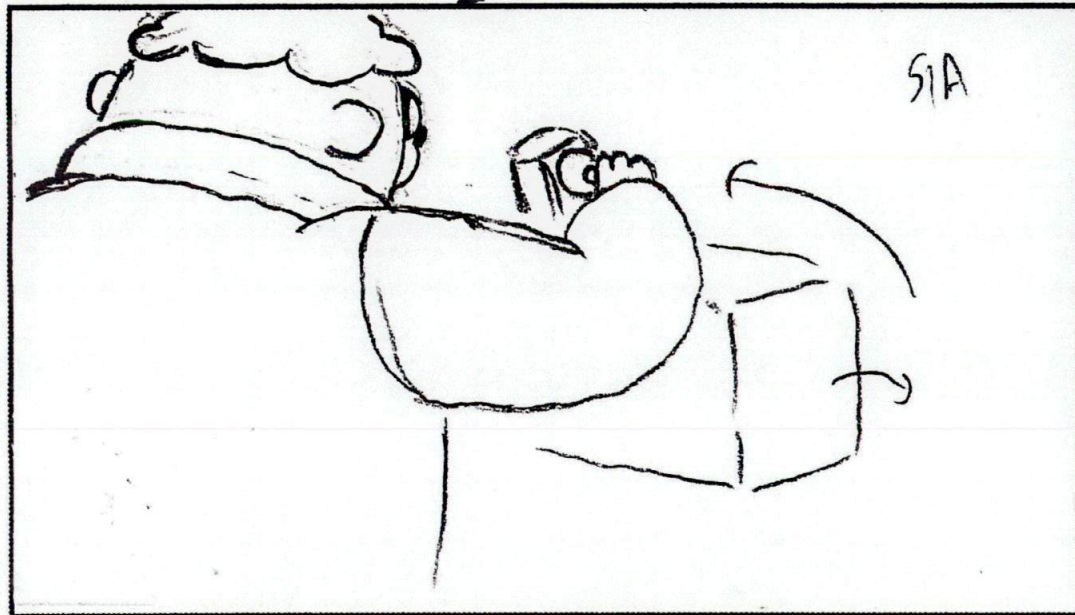
Page 156

Sc. 117

Pnl. D

Bg.

day night

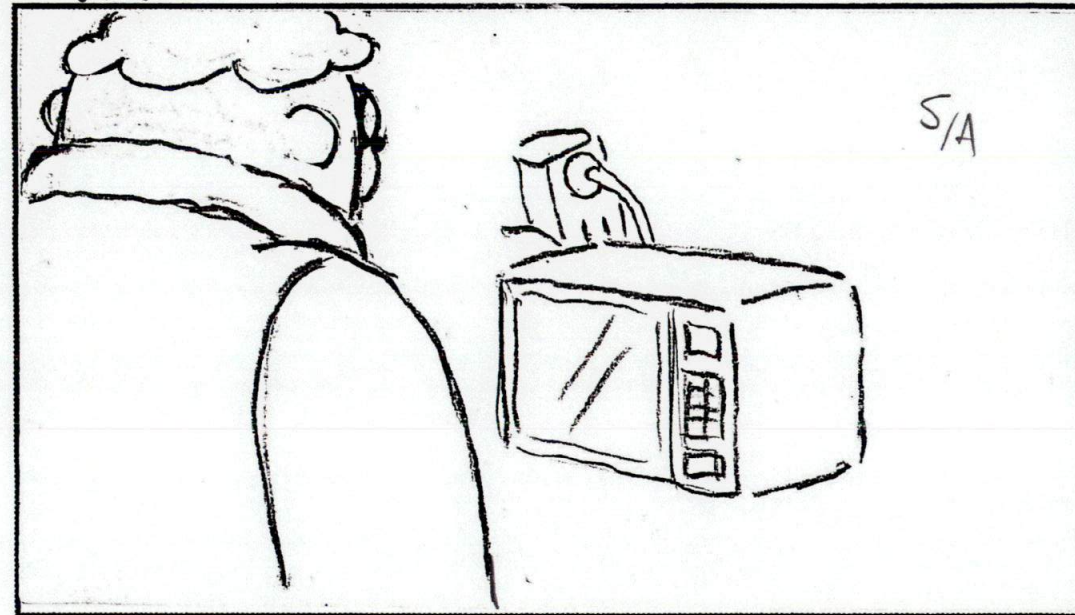


Sc. 117

Pnl. E

Bg.

day night



Dialog:

SFX = *ELECTRICITY*
SOUND?

(F) (OFF/IS) I LIKE NEPTR...

Action:

- J PLUGS IN MICROWAVE
INTO OUTLET

Timing:

AUG 14 2015

EPISODE # 1034-230

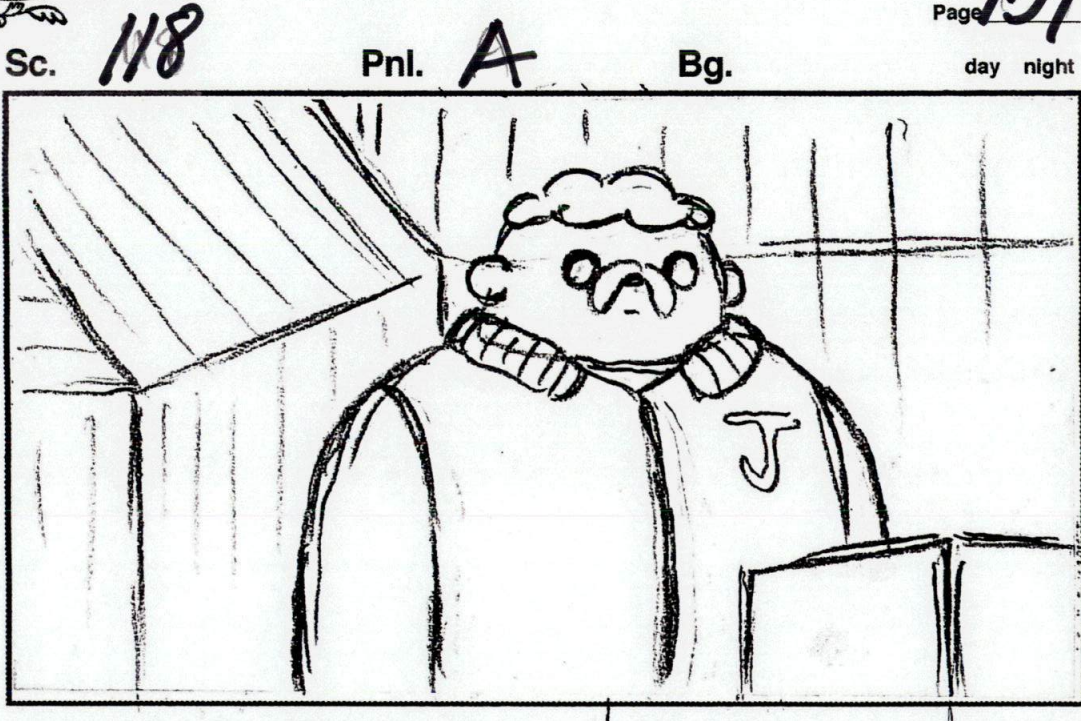
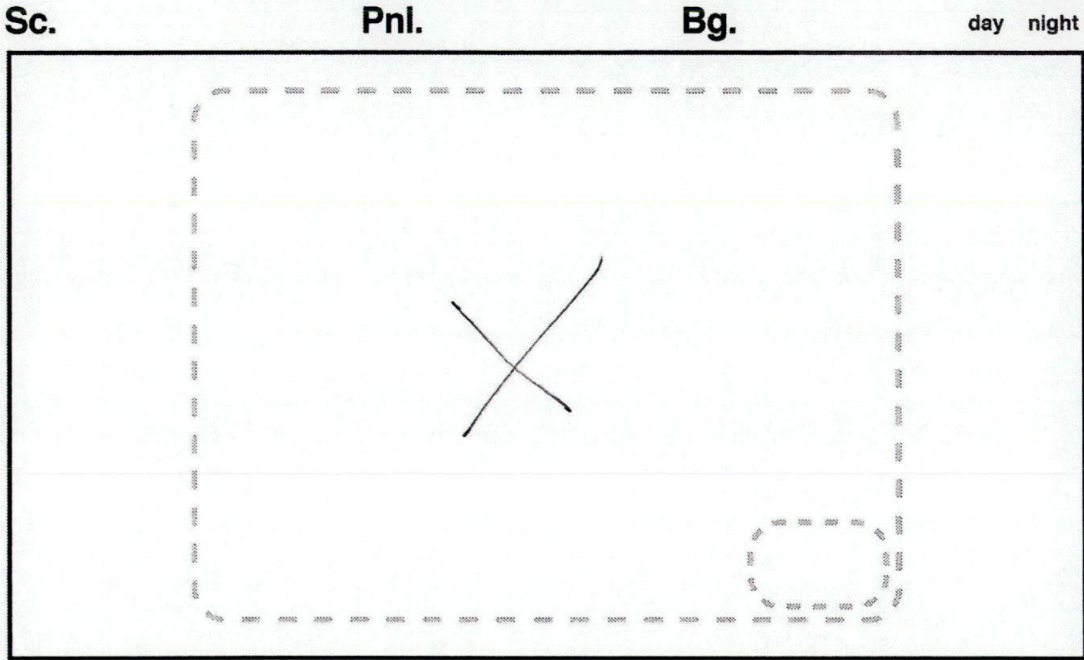
Production:

1034/230

ADVENTURE TIME



Page **157**



Dialog:

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

ADVENTURE TIME



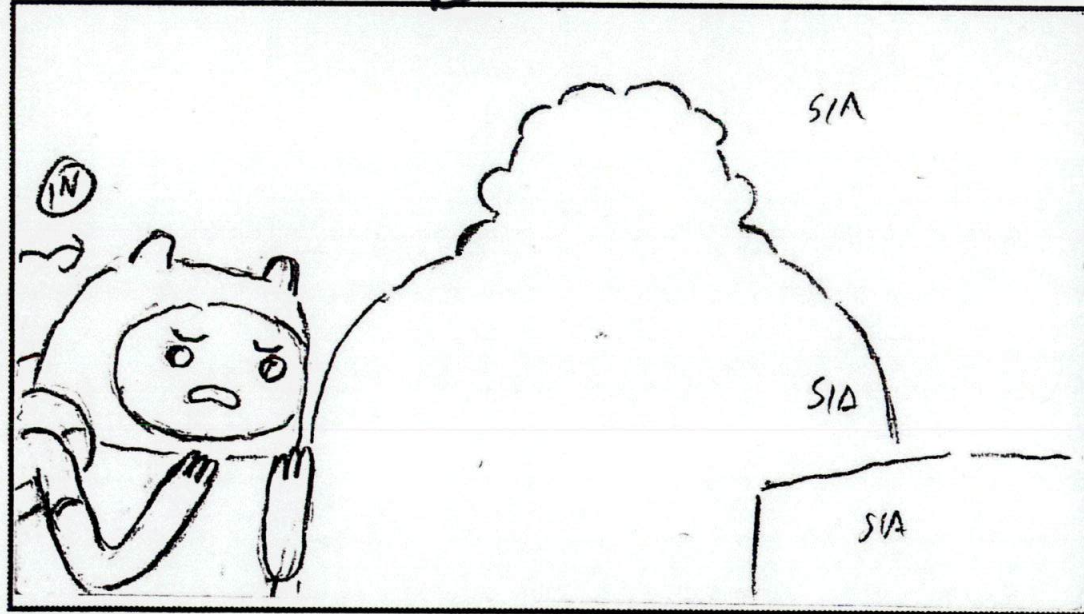
Page **158**

Sc. **118**

Pnl. **B**

Bg.

day night

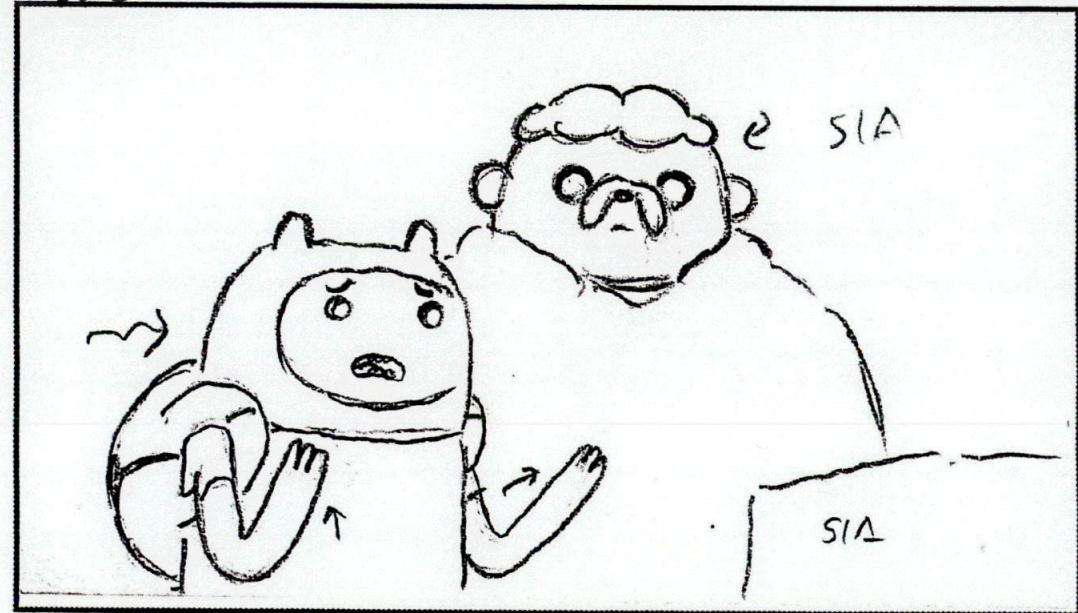


Sc. **118**

Pnl. **C**

Bg.

day night



Dialog:

(F) = HE'S LIKE --

(F) = MY SON.

Action:

-F. WALKS ON/S.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

1034/230

ADVENTURE TIME



Sc. 118

Pnl. **D**

Bg.

day night

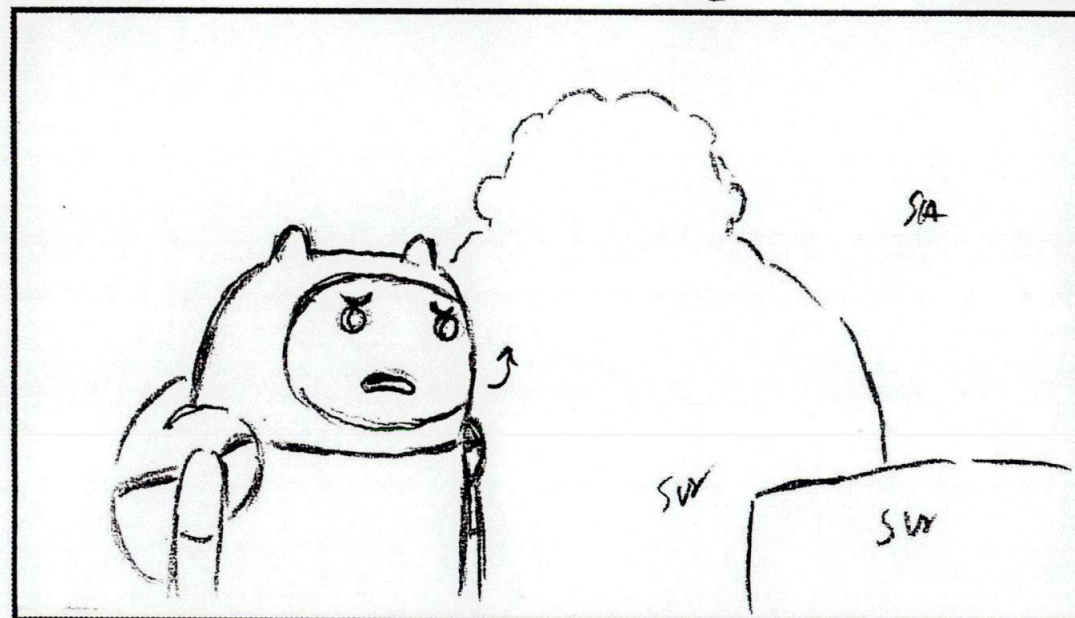


Sc. 118

Pnl. **E**

Bg.

day night



Dialog:

(F): IF... IF I WAS A BETTER PERSON, WOULD I BE TURNIN' MY FRIENDS INTO →

(F) = BETTER THINGS?

Action:

Timing:

AUG 14 2015

Page **159**

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. **119**

Pnl. **A**

Bg.

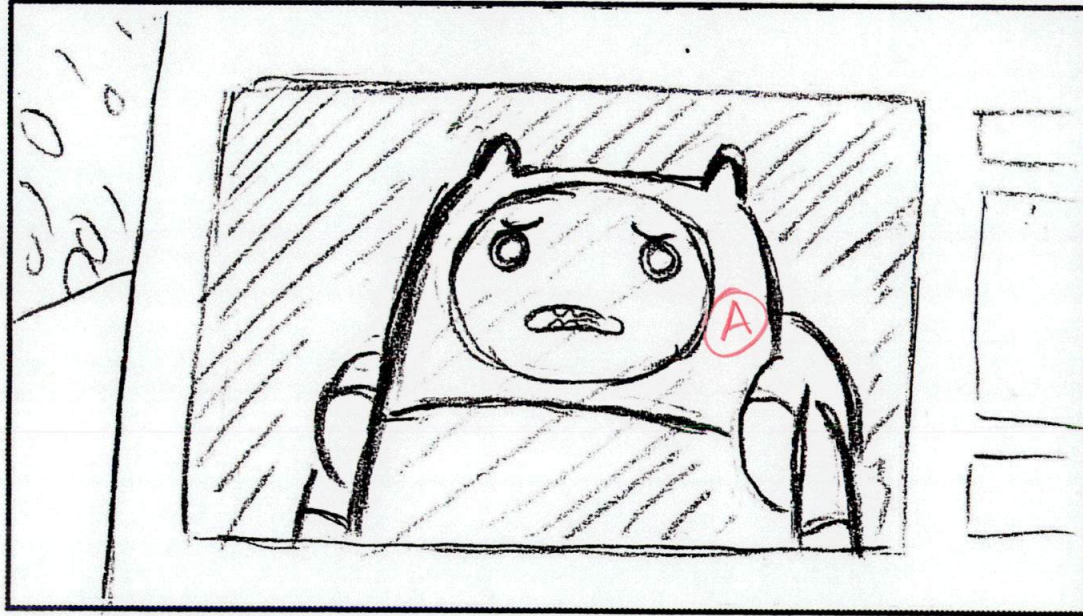
day night

Sc. **119**

Pnl. **B**

Bg.

Page **160**
day night



Dialog:

①: AM I ... UNCARING?
(INCREASINGLY
FREAKED OUT)

①: ... JUDGEMENTAL?

Action:

- REFLECTION IN
MICROWAVE.



- FINN STARTS TO
TRANSFORM.

Timing:

AUG 14 2015

1034-230
EPISODE #

Production:

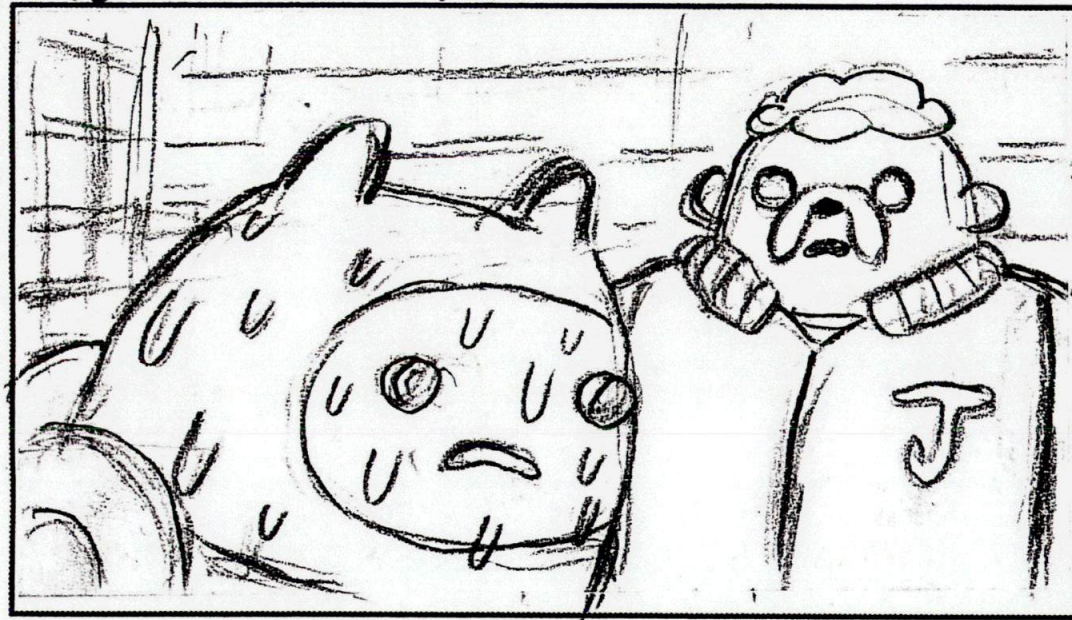
1034/230

ADVENTURE TIME



Page **161**

Sc. **120** Pnl. **A** Bg. day night



Sc. **120** Pnl. **B** Bg. day night



Dialog:

Ⓣ UH... FINN?

Action:

Ⓣ SELF-CENTERED--
(VOICE CHANGING?) (BUILDING)

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Page 162
day night

Sc. 120

Pnl. C

Bg.

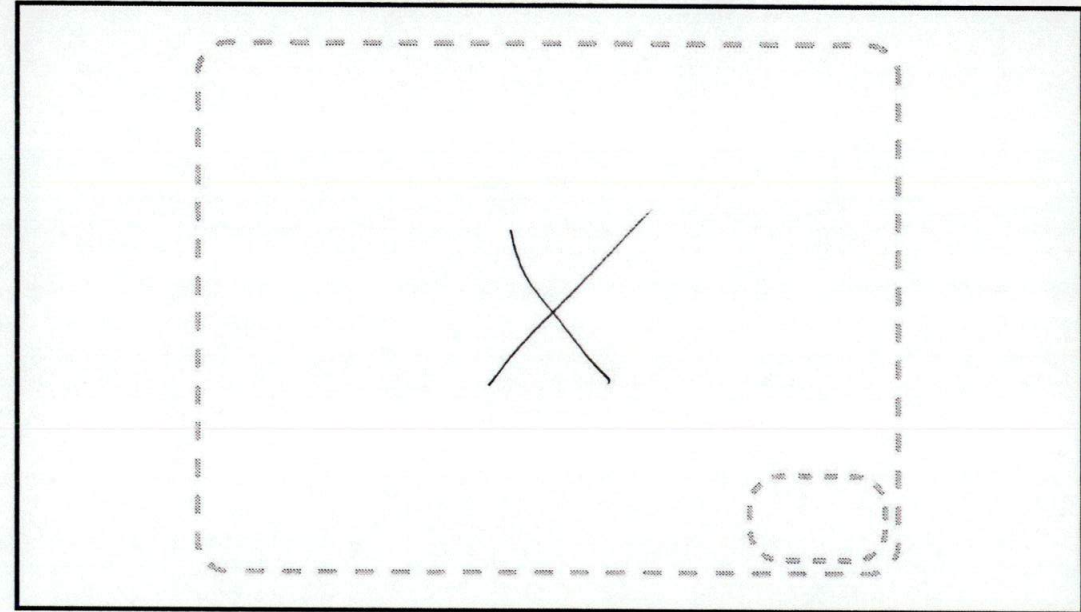
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F/ Monstorous?

Action:

- F FILLS THE SCREEN

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **163**

Sc. **120**

Pnl. **D**

Bg.

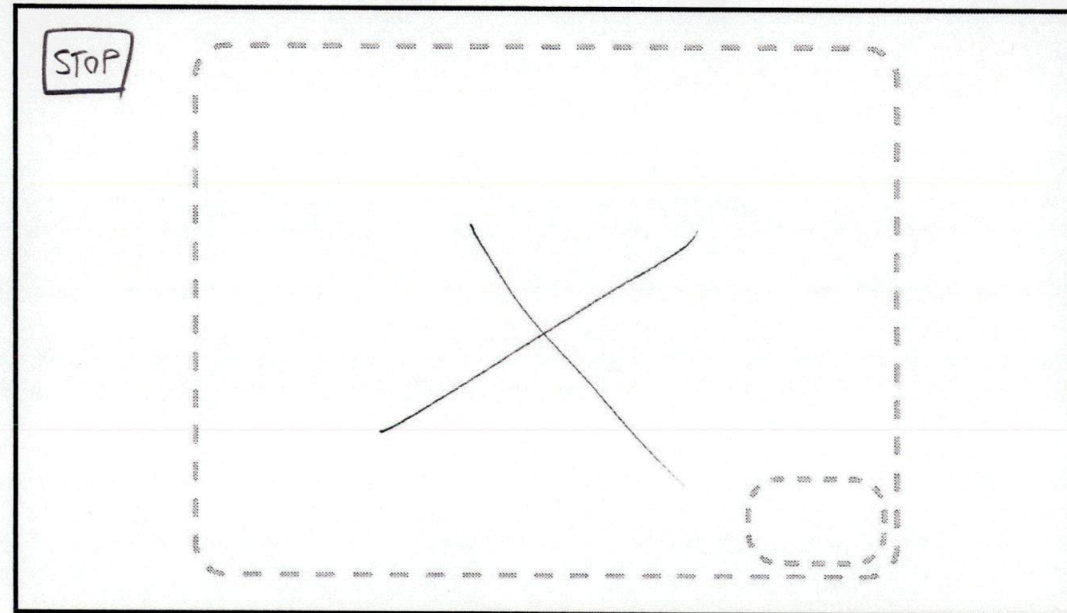
day night

Sc.

Pnl.

Bg.

day night



- PAN UP TO SHOW
MARTIN-FINN MONSTER

(START)

AUG 14 2015

EPISODE # **1034-230**

Production:

1034/230

ADVENTURE TIME

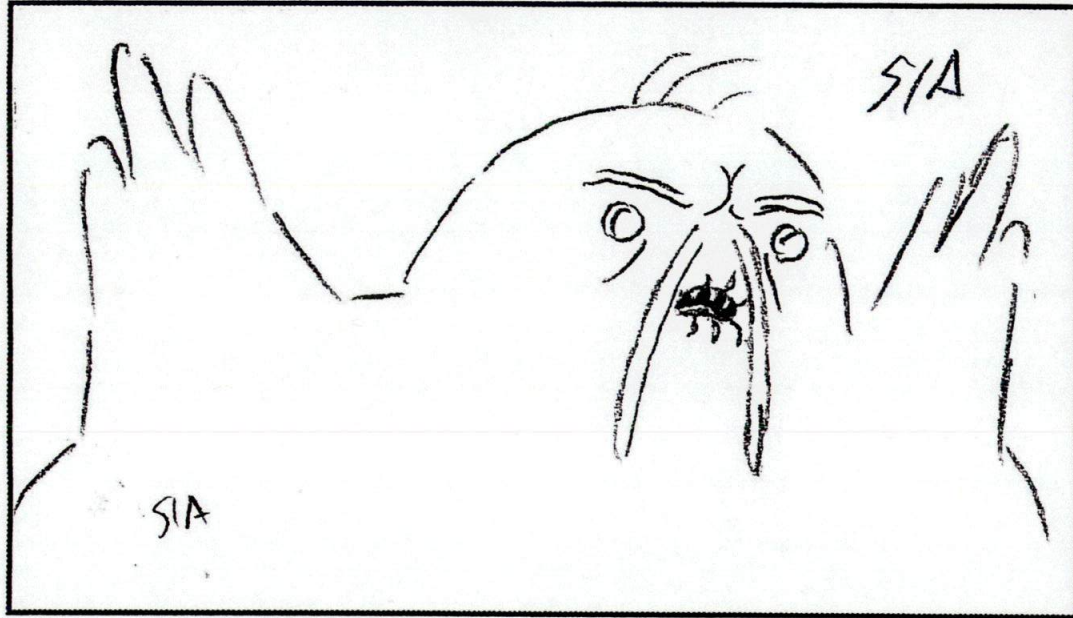


Sc. **120**

Pnl. **E**

Bg.

day night

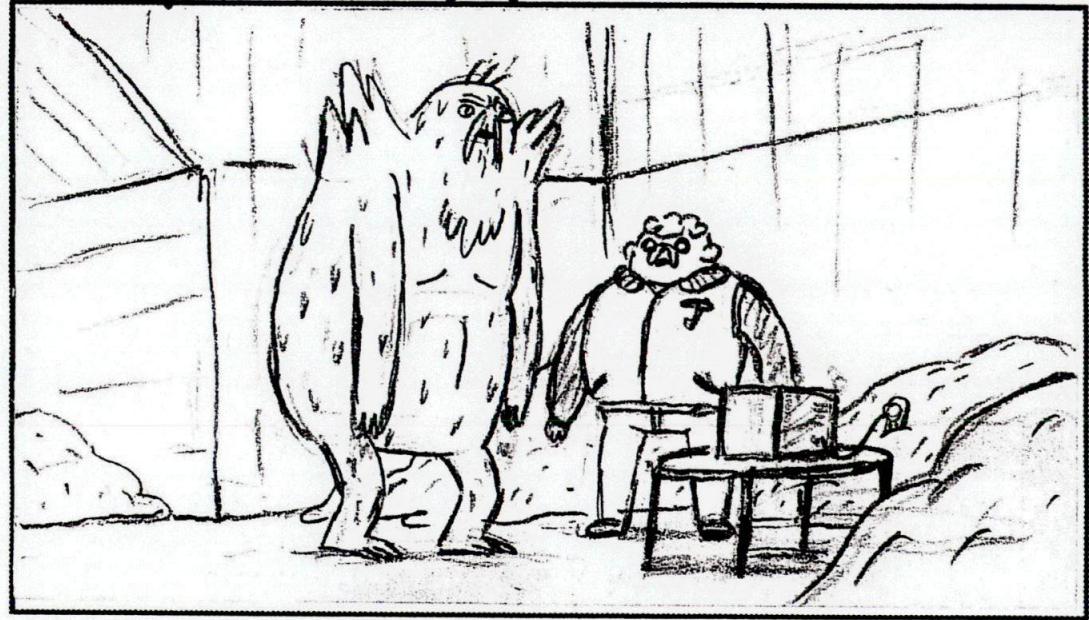


Sc. **121**

Pnl. **A**

Bg.

day night



EPISODE # 1034-230

Dialog:

ⓕ I ... I'm ...

-BEAT- ①

ⓕ: PM → ②

Action:

Timing:



AUG 14 2015

ADVENTURE TIME



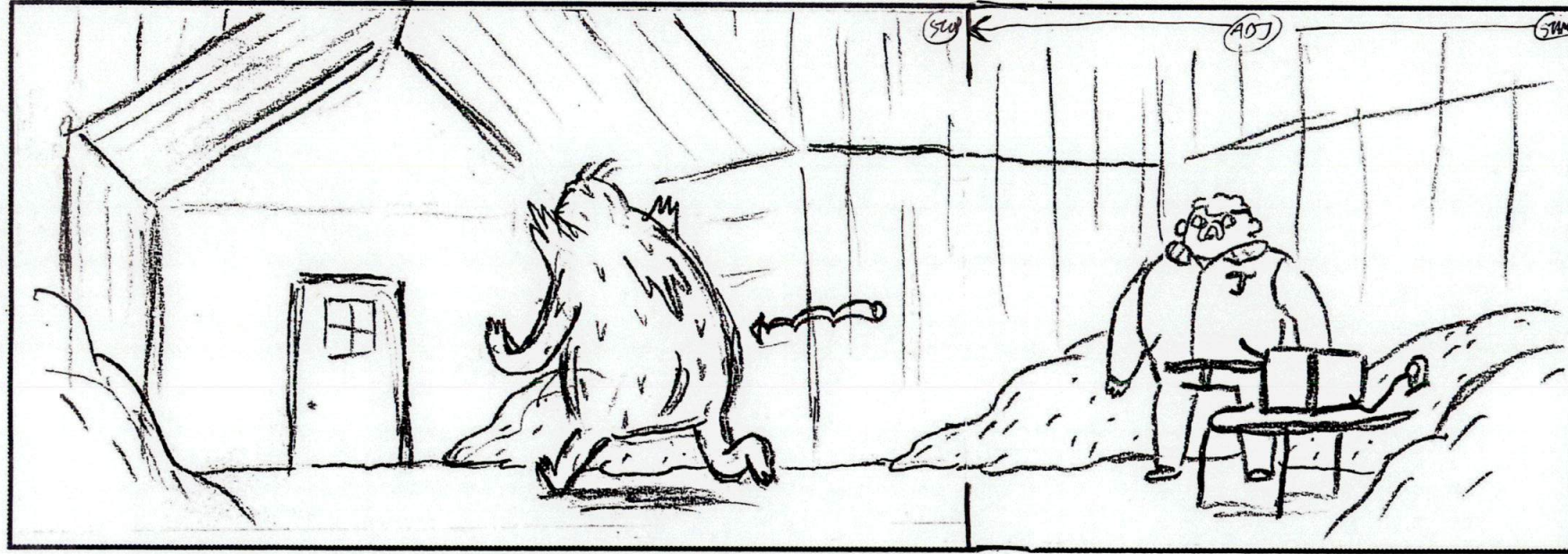
Page **165**

Sc. 121

Pnl. **B**

Bg.

day night



Dialog:

①: ... A HUGE WAAAAA →

Action:

— FINN MONSTER RUNS TOWARD DOOR
— ADT w/ F.M.

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



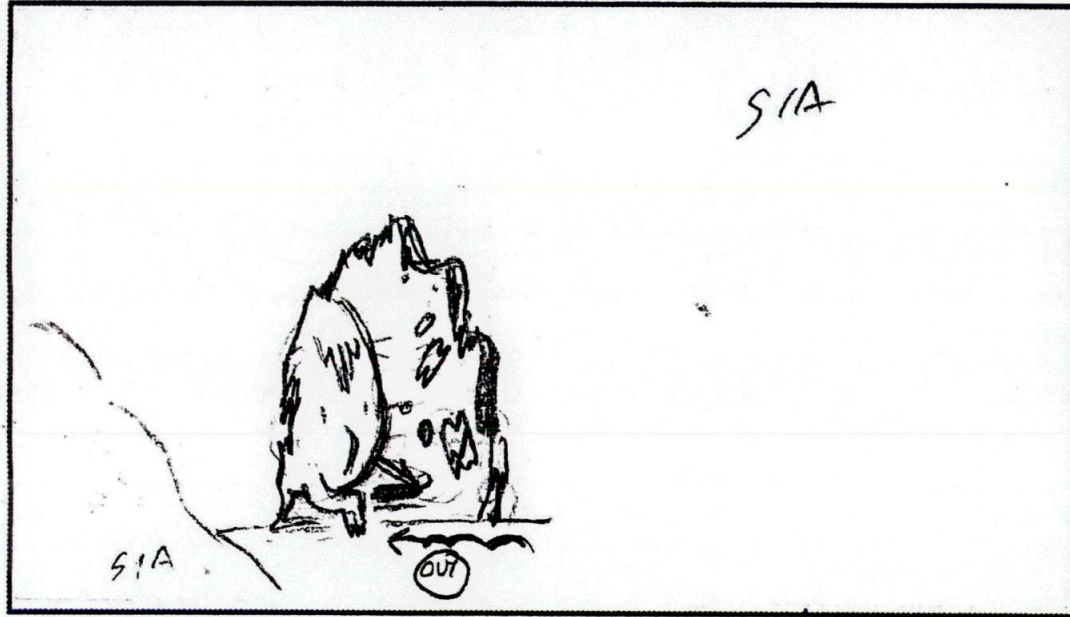
Page **166**

Sc. **121**

Pnl. **C**

Bg.

day night

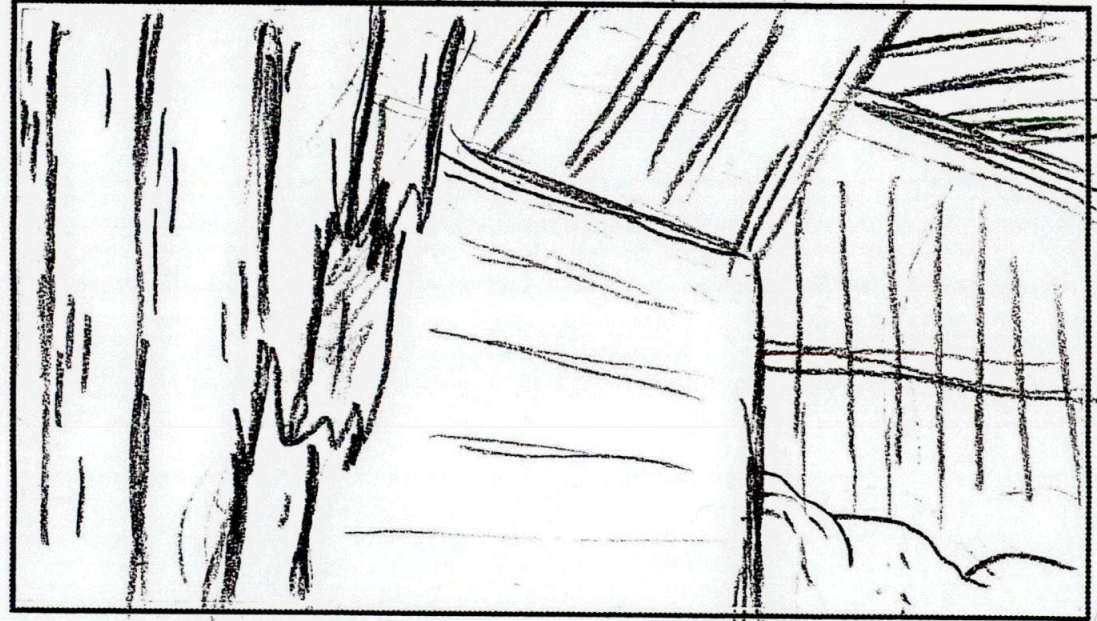


Sc. **122**

Pnl. **A**

Bg.

day night



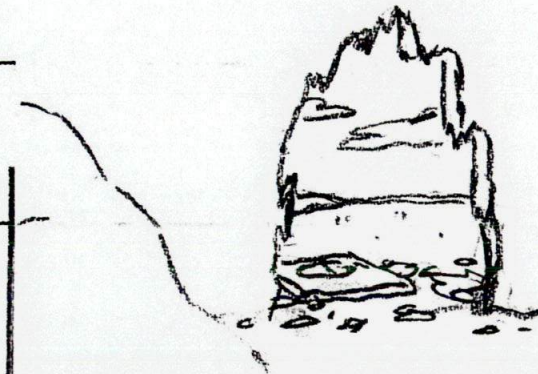
Dialog:

(F): ... AAA D
SFX: *CRASH*

Action:

- FIMM MONSTER
CRASHES THROUGH DOOR

Timing:



SP

AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

1034/230

ADVENTURE TIME



Page **167**

Sc. **122**

Pnl. **B**

Bg.

day night

Sc. **122**

Pnl. **C**

Bg.

day night



Dialog:

(J) FINN!

(J): YOU'RE BEING MELODRAMATIC!

Action:

-JAKE RUNS ON/S.

Timing:



AUG 14 2015

EPISODE # 1034-230

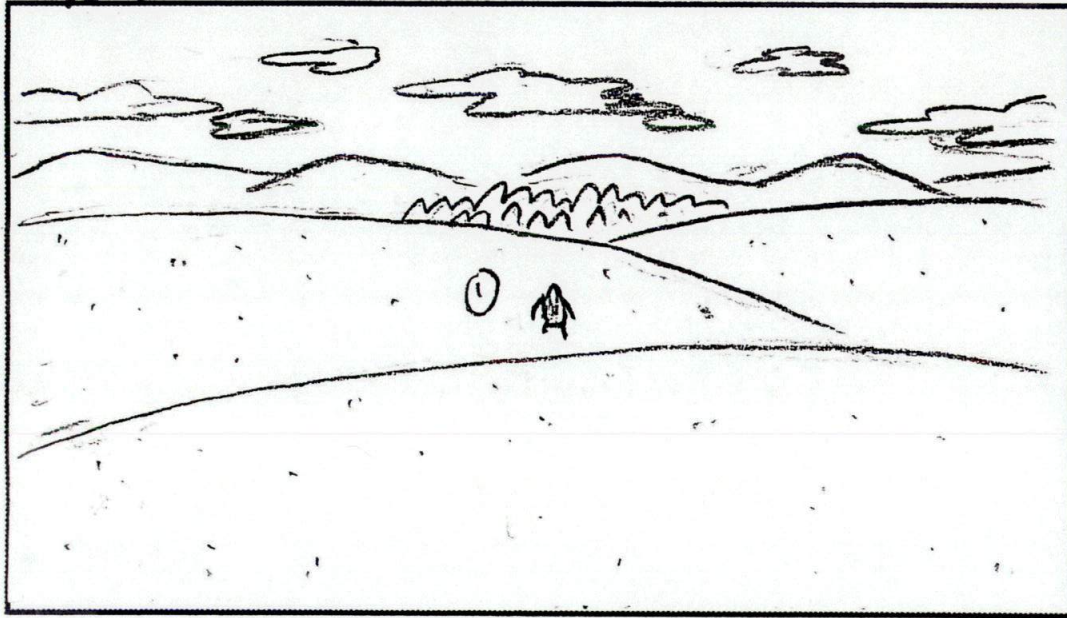
1034/230

ADVENTURE TIME

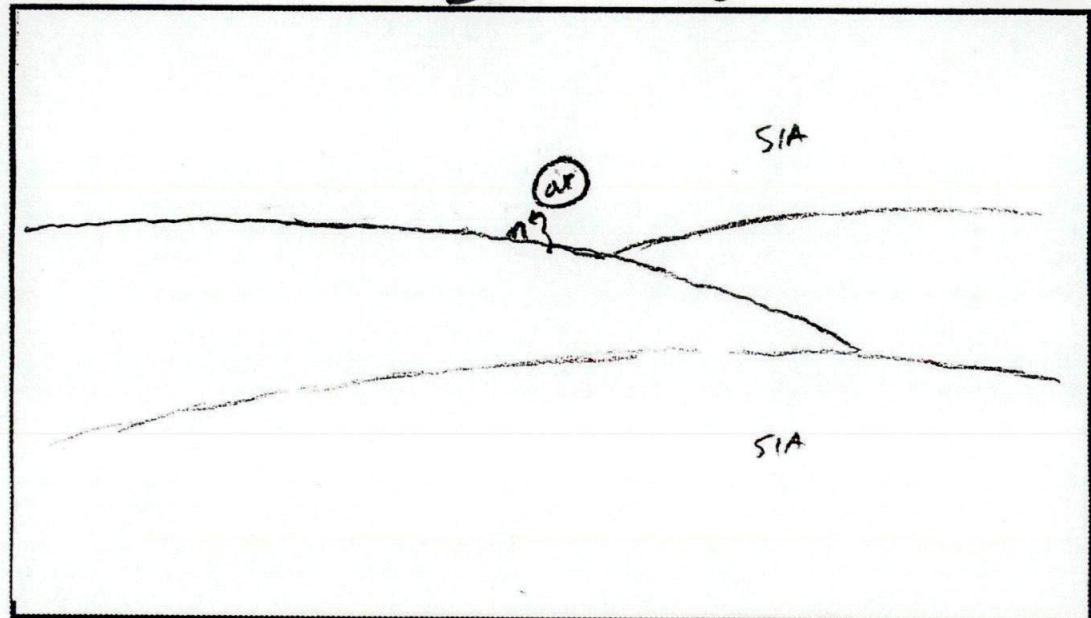


Page **168**

Sc. **123** Pnl. **A** Bg. day night



Sc. **123** Pnl. **B** Bg. day night



<p>Dialog:</p>		
<p>Action:</p> <p>- FINN RUNS INTO DISTANCE,</p>		
<p>Timing:</p>	<p>- FINN DISAPPEARS OVER HILL</p>	

AUG 14 2015

1034/230

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **169**

Sc. **124** Pnl. **A** Bg. day night



Sc. **124** Pnl. **B** Bg. day night



Dialog:

⊖ : (INHALE)

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

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1034/230

ADVENTURE TIME



Sc. 124

Pnl. C

Bg.

day night



Sc. 125

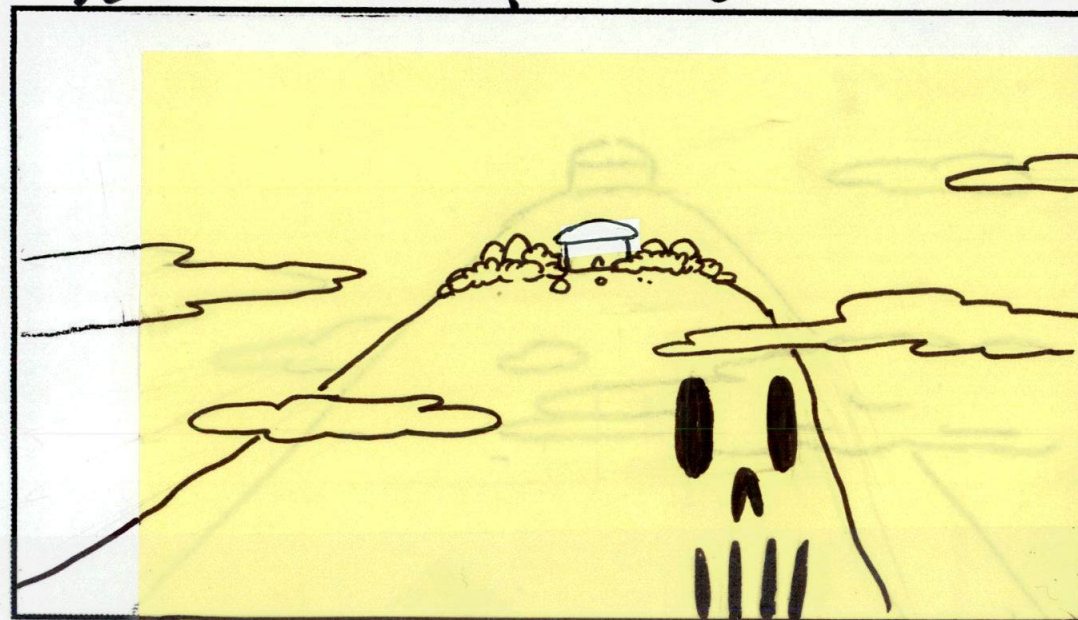
Pnl. A

Bg.

Page

170

day night



Dialog:

(S) (SIGH)

Action:

Timing:



- EST SHOT OF DEAD MOUNTAIN,

AUG 14 2015

EPISODE #

1034-230

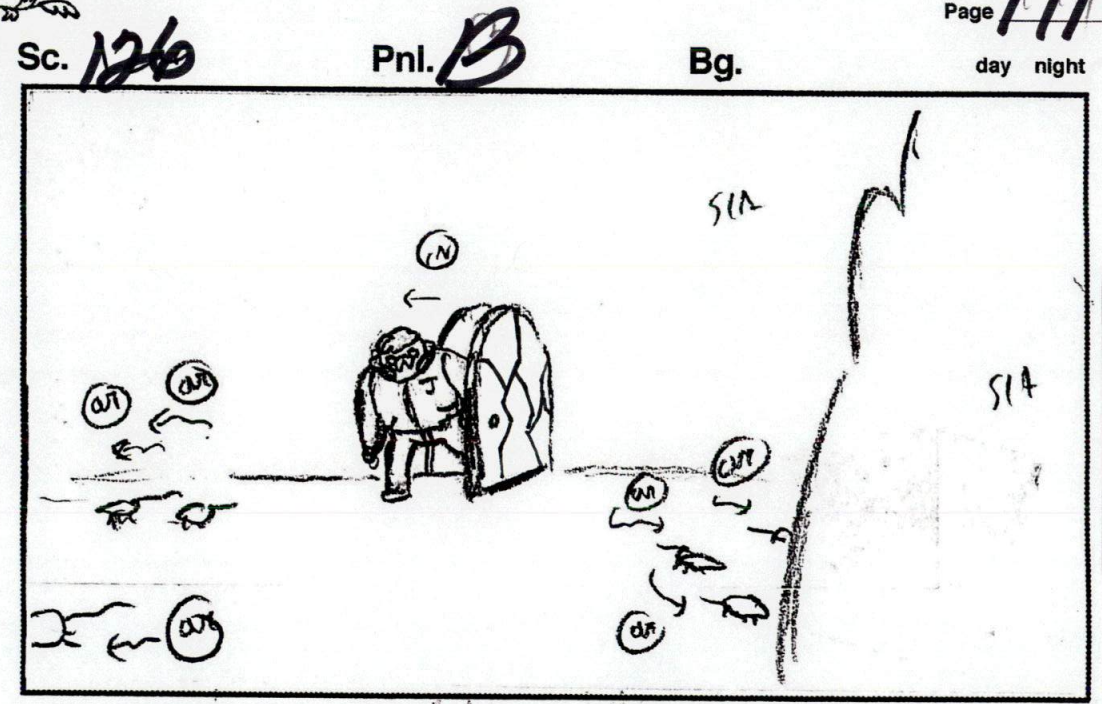
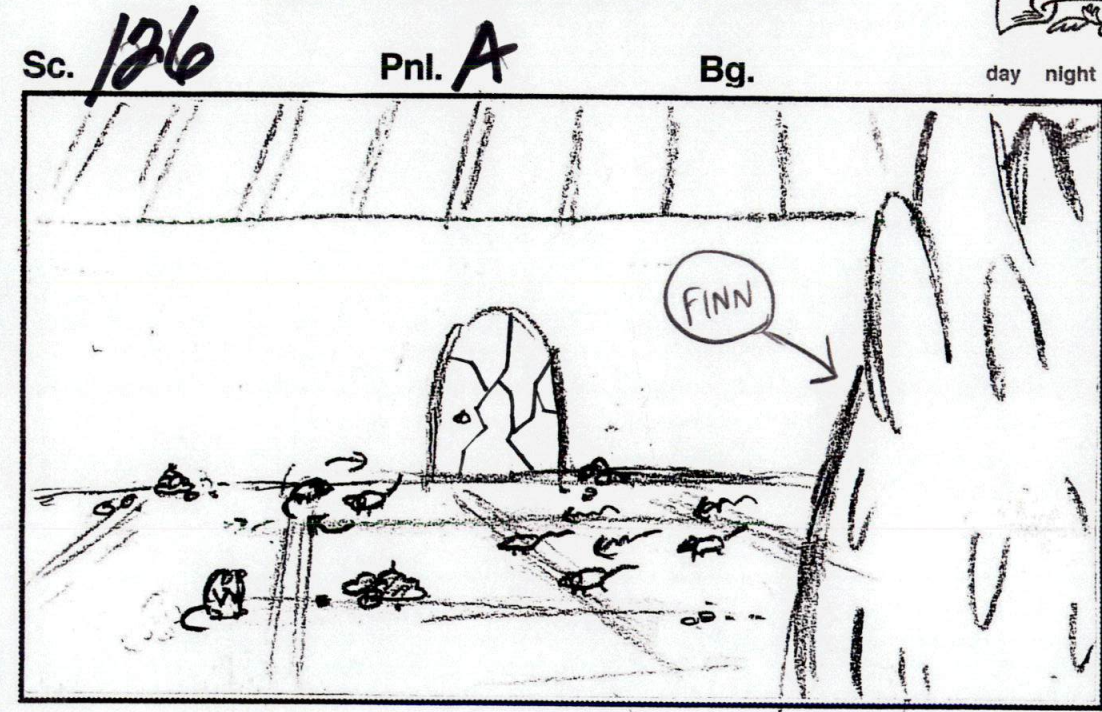
Production:

1034/230

1034/230

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ADVENTURE TIME



Dialog:	
SFX: [RAT WALLA]	(F) I KNOW IT'S YOU... (J) HEY BUDDY--
Action:	- RATS + POOP - JAKE STEPS IN, SEAWY - RATS DISPERSE
Timing:	AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **172**

Sc. **126**

Pnl. **C**

Bg.

day night



Sc. **127**

Pnl. **A**

Bg.

day night



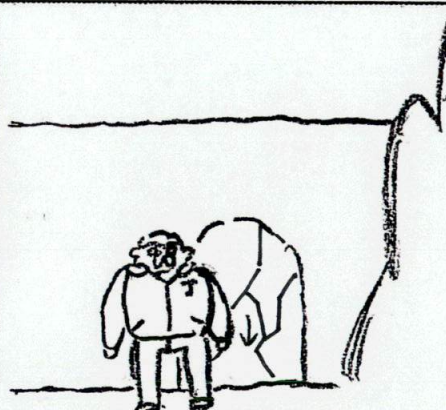
Dialog:

Ⓐ I FIGURED YOU'D
COME BACK HERE.

Action:

- ADJ RIGHT +
- FINN MONSTER PULLS INTO FRAME
- JAKE CLOSSES DOOR SOFTLY

Timing:



Ⓐ DONT LOOK AT ME, JAKE.

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Sc. **128**

Pnl. **A**

Bg.

day night



Sc. **129**

Pnl. **A**

Bg.

Page **173**
day night



Dialog:

... (F):
MIGHT TURN YOU INTO
A MICROWAVE.

Action:

Timing:



AUG 14 2015

EPISODE #

1034-230

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ADVENTURE TIME



Sc. 129

Pnl. **B**

Bg.

day night



Sc. 129

Pnl. **C**

Bg.

Page

day night

174



Dialog:

⑤ BALONEY! ...

Action:

-JAKE STRIDES FORWARD OFF/S.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **175**

Sc. **130**

Pnl. **A**

Bg.

day night

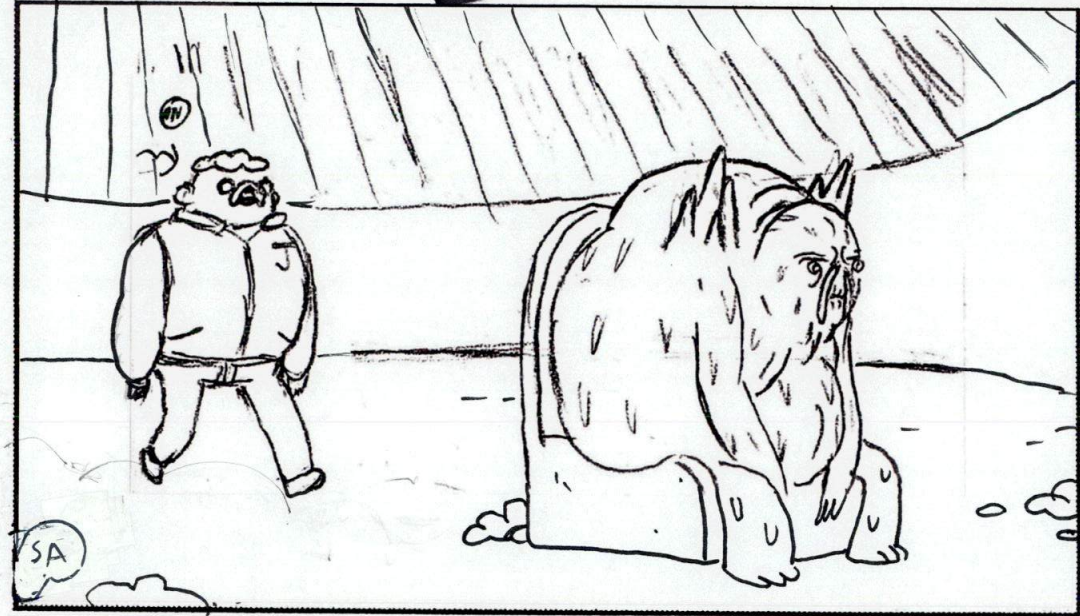


Sc. **130**

Pnl. **B**

Bg.

day night



Dialog:

⑤ YOU TURNED NEPTU INTO
A MICROWAVE BECAUSE

Action:

-J WALKS UP TO HNN

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME

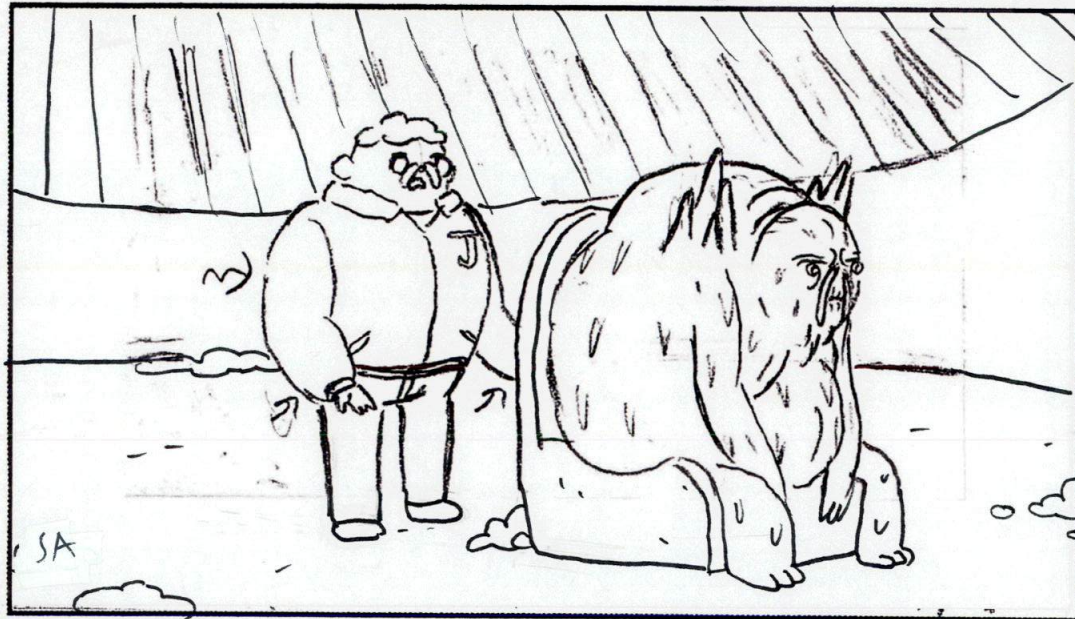


Sc. 130

Pnl. *C*

Bg.

day night

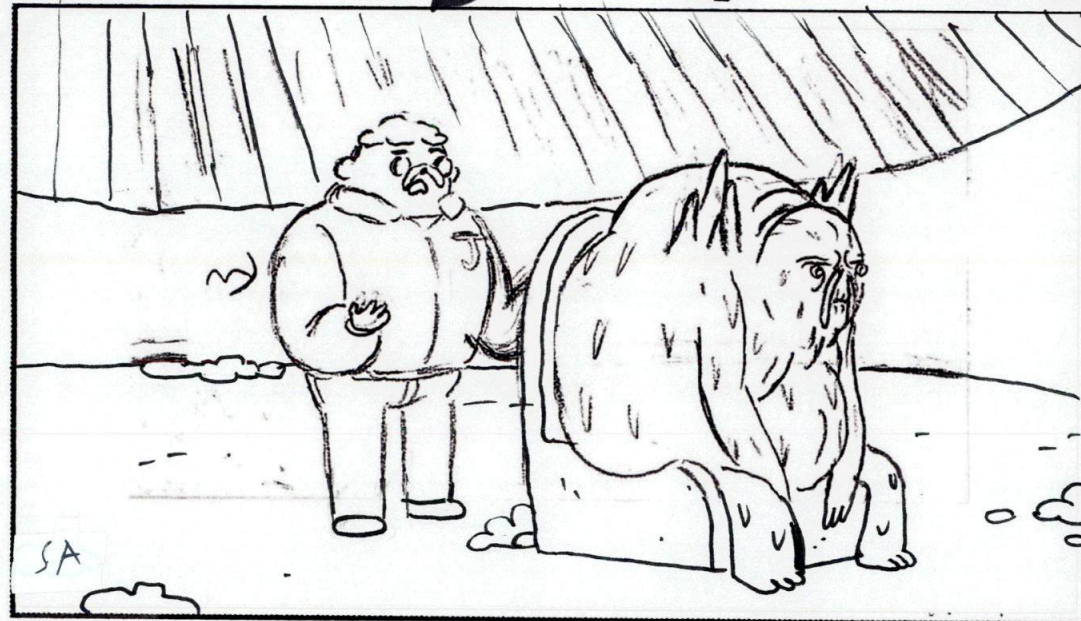


Sc. 130

Pnl. *D*

Bg.

day night



Dialog:

① HE'S A MICROWAVE.

② BUT THAT DOESN'T MEAN
THAT'S ALL HE IS TO YOU.

Action:

- J STOPS BEHIND F

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



Page **177**

Sc. **131**

Pnl. **A**

Bg.

day night

Sc. **131**

Pnl. **B**

Bg.

day night



Dialog:

① I MEAN ...

② I KNOW YOU THINK
NEPTR IS AN
INTERESTING PERSON...

Action:

Timing:

AUG 14 2015

EPISODE #

Production:

1034-230

1034/230

1034/230

ADVENTURE TIME



Sc. 131

Pnl. C

Bg.

day night

Sc. 131

Pnl. D

Bg.

Page 178
day night



Dialog:

① AND I KNOW YOU KNOW THAT
"MICROWAVE" IS JUST ONE
PART OF HIS PERSONALITY.

Action:

Timing:

② = I MEAN...



AUG 14 2015

EPISODE # 1034-230

1034/230

ADVENTURE TIME



Page **179**

Sc. **131**

Pnl. **E**

Bg.

day night



Sc. **132**

Pnl. **A**

Bg.

day night



Dialog:

⑦: MAYBE YOUR EYES
ARE JUST... BAD AT
DESCRIBING THINGS,
Y'KNOW...

⑤: (O/S) LIKE... HOW
YOU FEEL ABOUT
PEOPLE...

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 132

Pnl. B

Bg.

day night



Sc. 133

Pnl. A

Bg.

day night



Dialog:

(0/5)
⑤ "WHAT THEY MEAN
TO YOU..."

⑤ THAT'S STUFF'S IN YOUR
GUTS.

Action:

Timing:



AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



Sc. 133

Pnl. B

Bg.

day night

Sc. 133

Pnl. C

Bg.

Page 181
day night



Dialog:

Ⓟ EYES CAN'T
GROK THAT.

Ⓟ UNLESS YOU HAVE THE
EYES OF LIKE, A TRAINED
ARTIST OR SOMETHING.

Action:

Timing:

AUG 14 2015

EPISODE #

1034-230

Production:

1034/230

1034/230

1034/230

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ADVENTURE TIME



Sc. **133**

Pnl. **D**

Bg.

day night



Sc. **133**

Pnl. **E**

Bg.

day night



Dialog: ⑤ ① BUT ①
② YOU DON'T.

Action:

Timing:



AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME

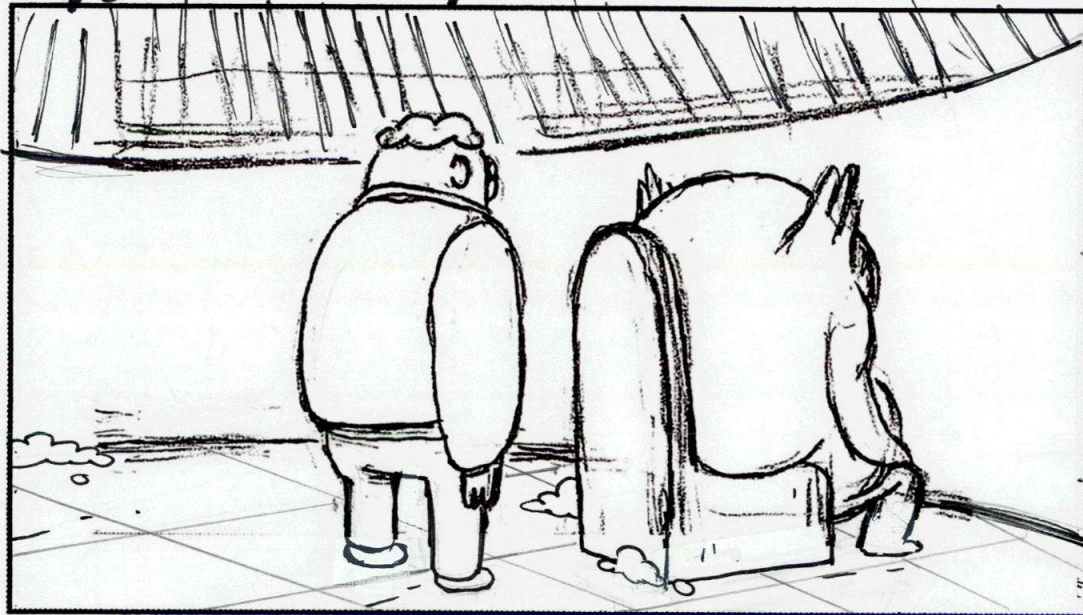


Sc. **134**

Pnl. **A**

Bg.

day night

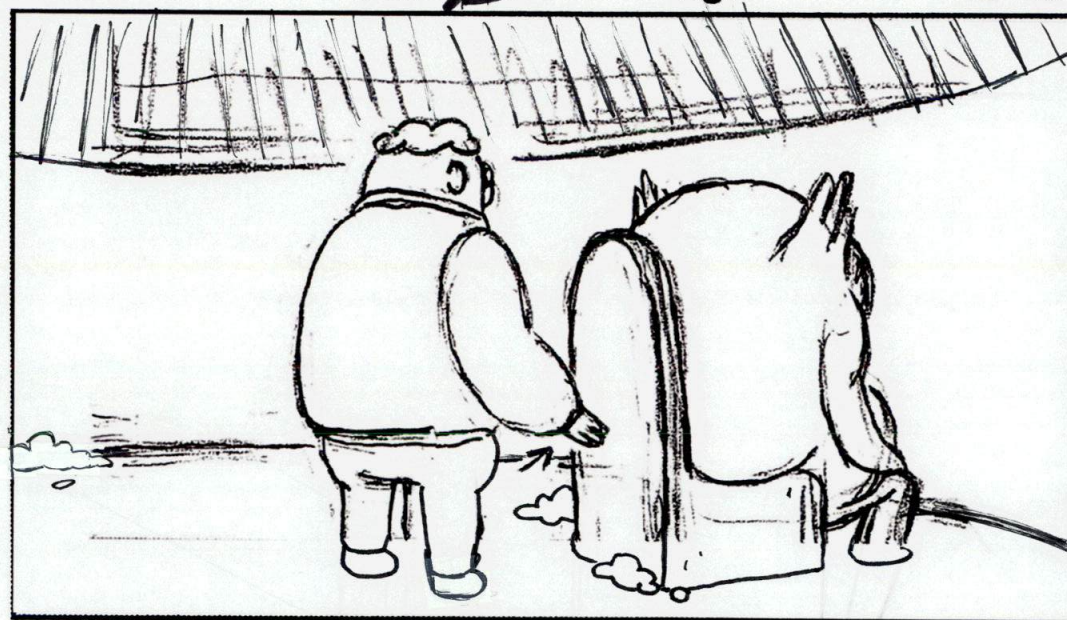


Sc. **134**

Pnl. **B**

Bg.

day night



Page **183**

Dialog:

① I'M TELLIN' YOU, MAN.

① YOU'RE NOT A BAD DUDE
LIKE THIS SKELETON BRO...

Action:

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



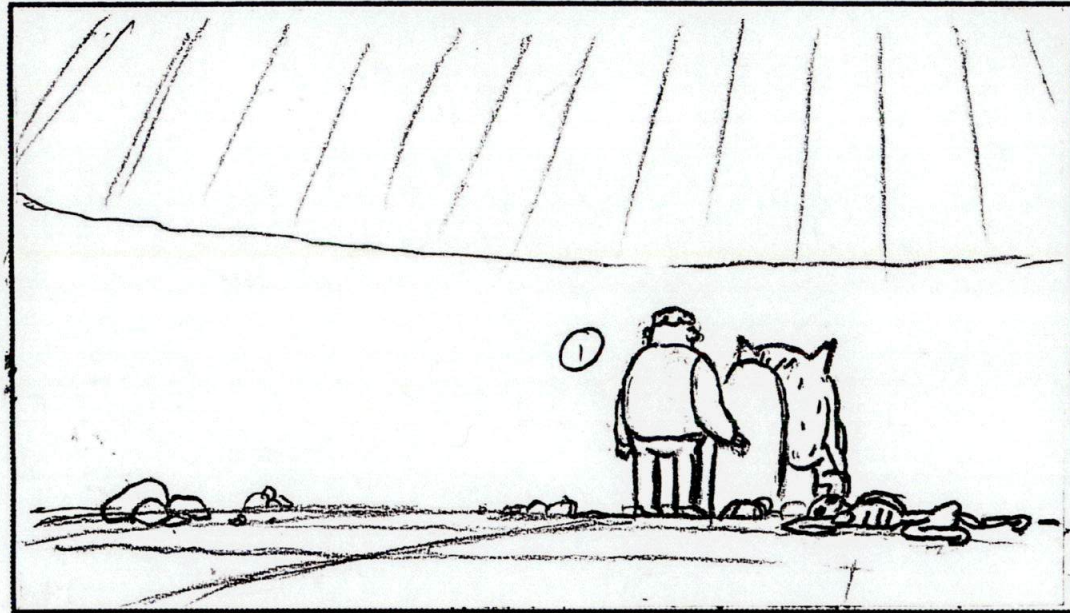
Page **184**

Sc. **135**

Pnl. **A**

Bg.

day night

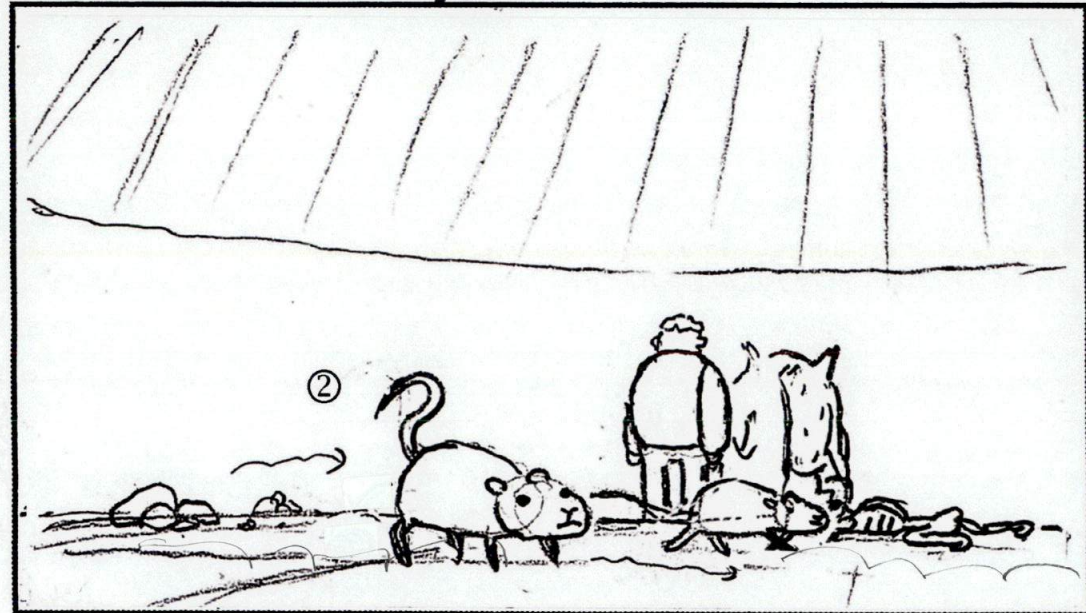


Sc. **135**

Pnl. **B**

Bg.

day night



Dialog:

(J) OR YOU'D BE TURNIN
EVERYONE INTO RATS
AND plops.

Action:

J - J THROWS HIS
ARMS UP

Timing:



- J PUTS HIS ARMS DOWN
- RATS SCURRY ACROSS SCREEN
- ONE RAT STOPS TO POOP

AUG 14 2015



1034-230

EPISODE #

1034/230

ADVENTURE TIME

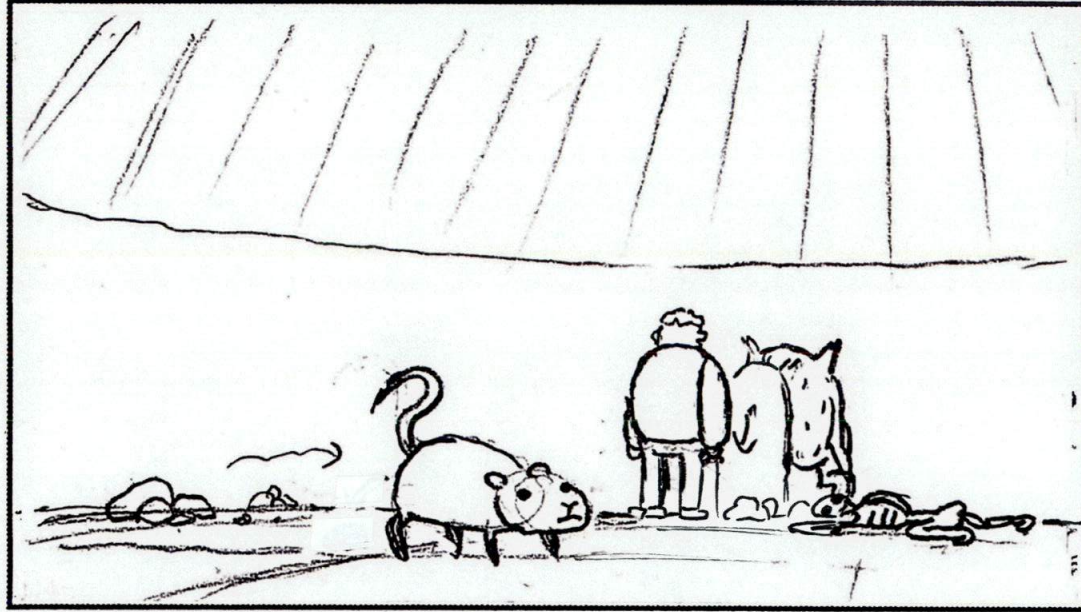


Sc. **135**

Pnl. **C**

Bg.

day night



Sc. **136**

Pnl. **A**

Bg.

day night



Dialog:

Ⓕ : [SLOW INHALE
SLOW EXHALE]

Action:

— RATS EXIT SCREEN

Timing:

AUG 14 2015

1034-230

EPISODE #

Production:

ADVENTURE TIME

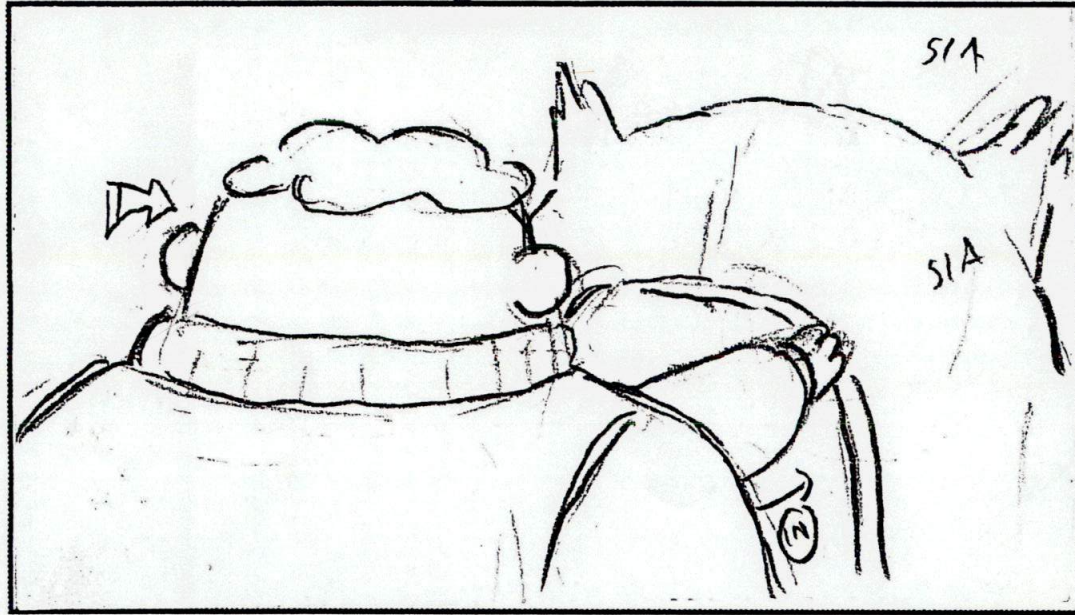


Sc. 136

Pnl. **B**

Bg.

day night



Sc. 136

Pnl. **C**

Bg.

day night



Dialog:

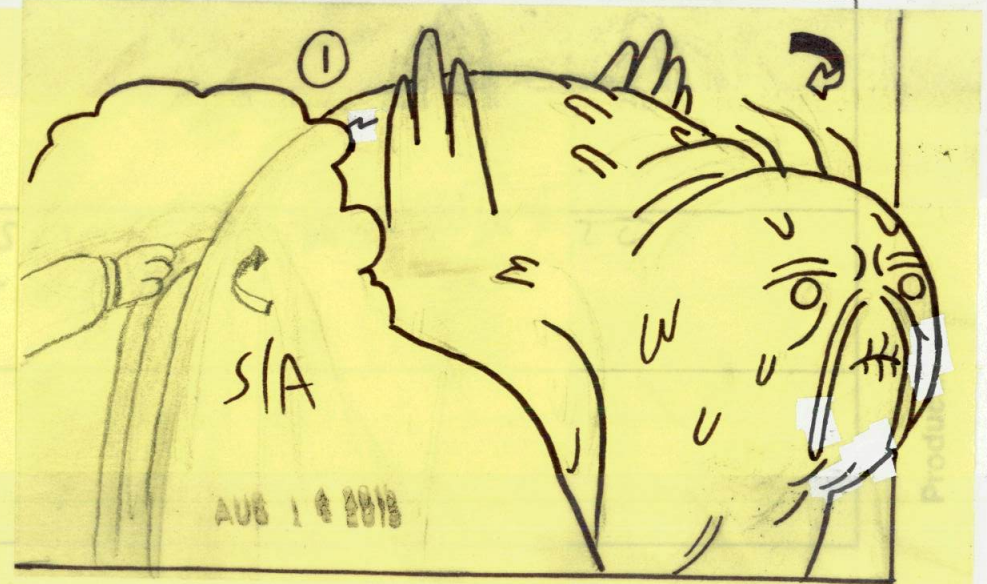
1 = NOW COMON,
LOOK AT ME!

Action:

-J GRABS CHAIR

Timing:

-J. SPINS F.
AROUND TO FACE
HIM.



EPISODE # 1034-230

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1034/230

ADVENTURE TIME



Sc. 136

Pnl. D

Bg.

day night

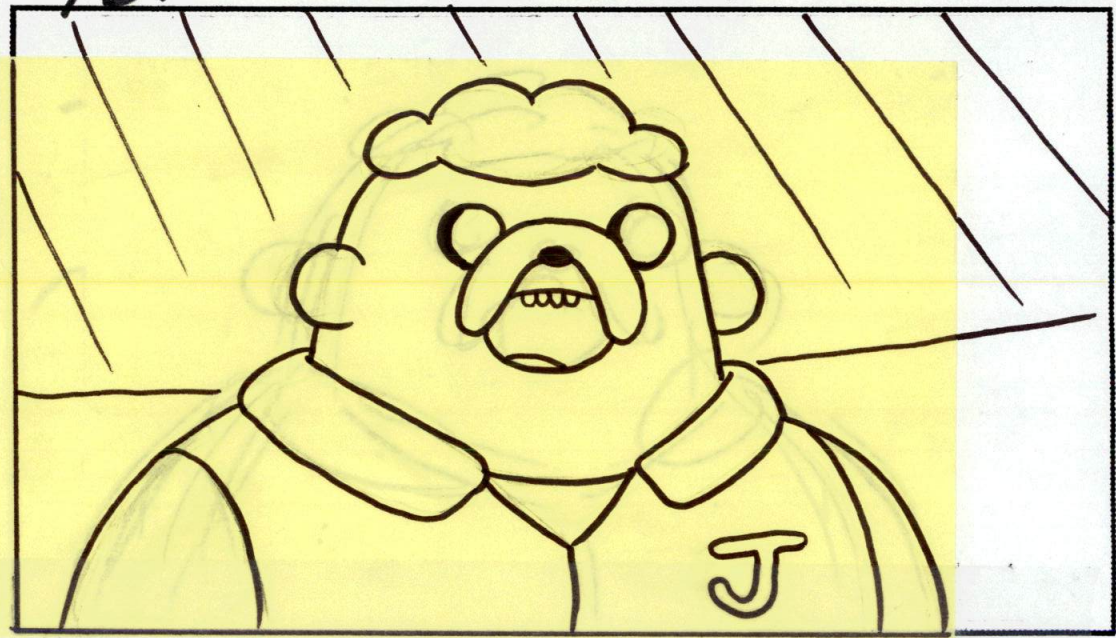


Sc. 137

Pnl. A

Bg.

day night



Dialog:	
(F) : TAKE, YOU'RE SO WISE	(J) HECK YEAH I AM!
Action:	
Timing:	

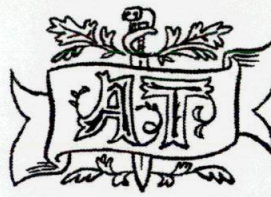
AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **188**

Sc. **138**

Pnl. **A**

Bg.

day night

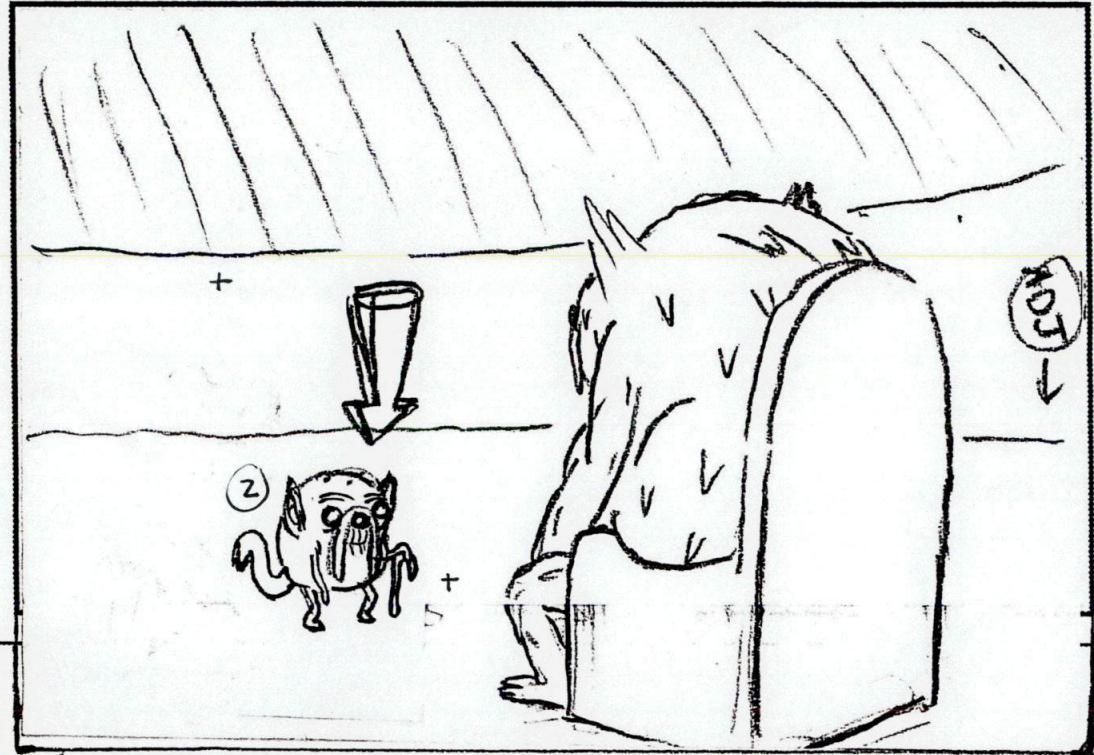


Sc. **138**

Pnl. **B**

Bg.

day night



Dialog:

Sfx: * SHYUU *

Action:

Timing:



- J SHRINKS INTO OLD ELFLIKE
CREATURE
- ADT W/ TAKE.

AUG 14 2015

1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



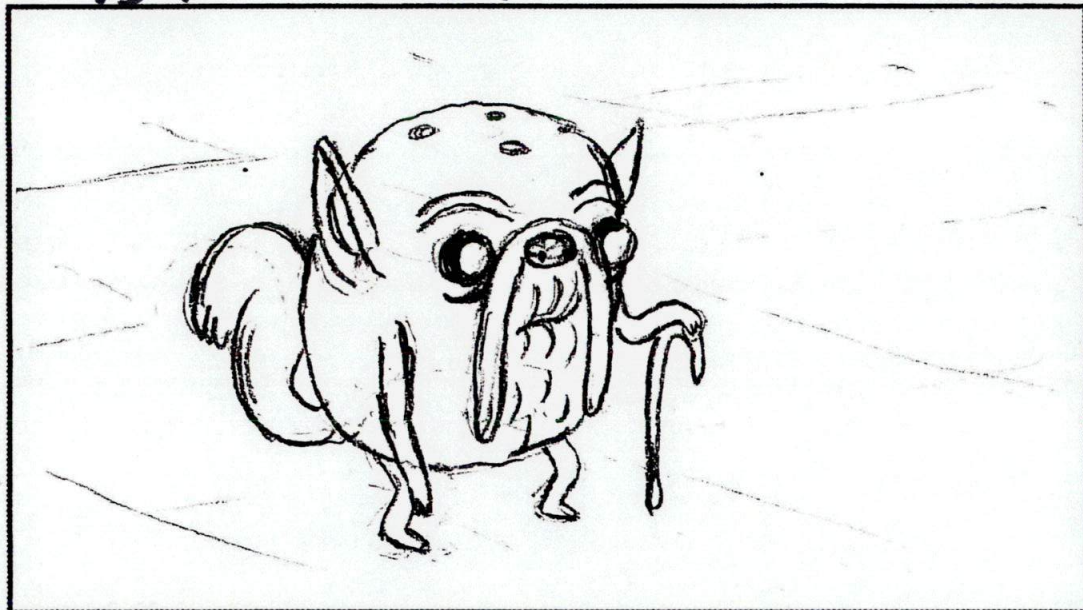
Page **189**
day night

Sc. **139**

Pnl. **A**

Bg.

day night



Sc. **139**

Pnl. **B**

Bg.

day night



Dialog:

① WHAT!

Action:

- J THROWS ARMS UP
- HOLD FOR BEAT

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

ADVENTURE TIME



Sc. 139

Pnl.

C

Bg.

day night

Sc. 139

Pnl.

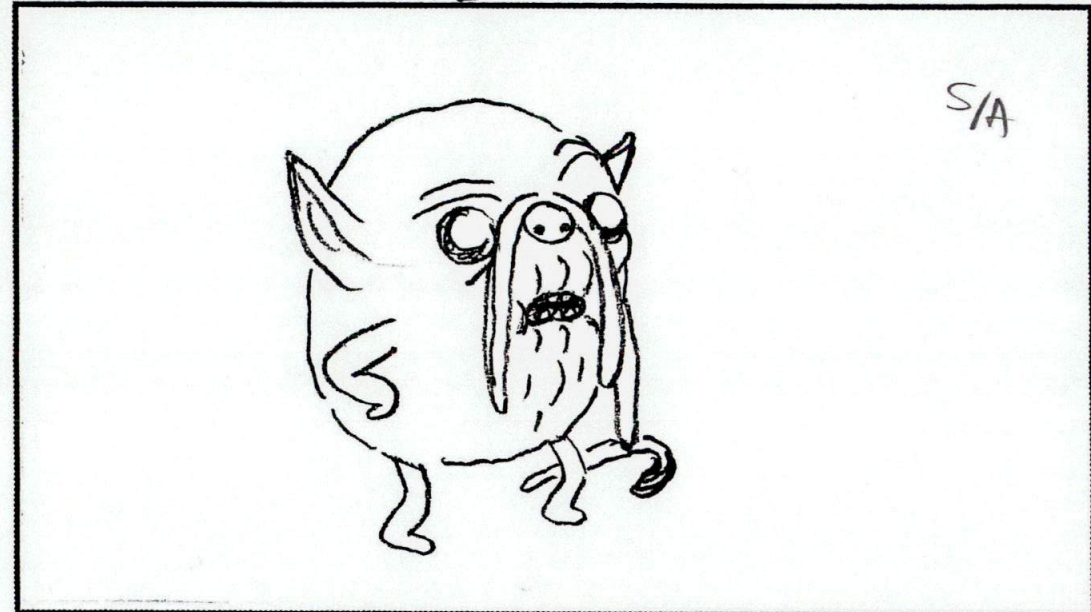
D

Bg.

Page

190

day night



Dialog:

Ⓣ (Sigh)

Ⓣ: WELL, AT LEAST YOU'RE LISTENING TO ME.

Action:

- J RELAXES HIS SHOULDERS

Timing:

AUG 14 2015

EPISODE #

1034-230

Production:

ADVENTURE TIME



Page **191**

Sc. **139**

Pnl. **E**

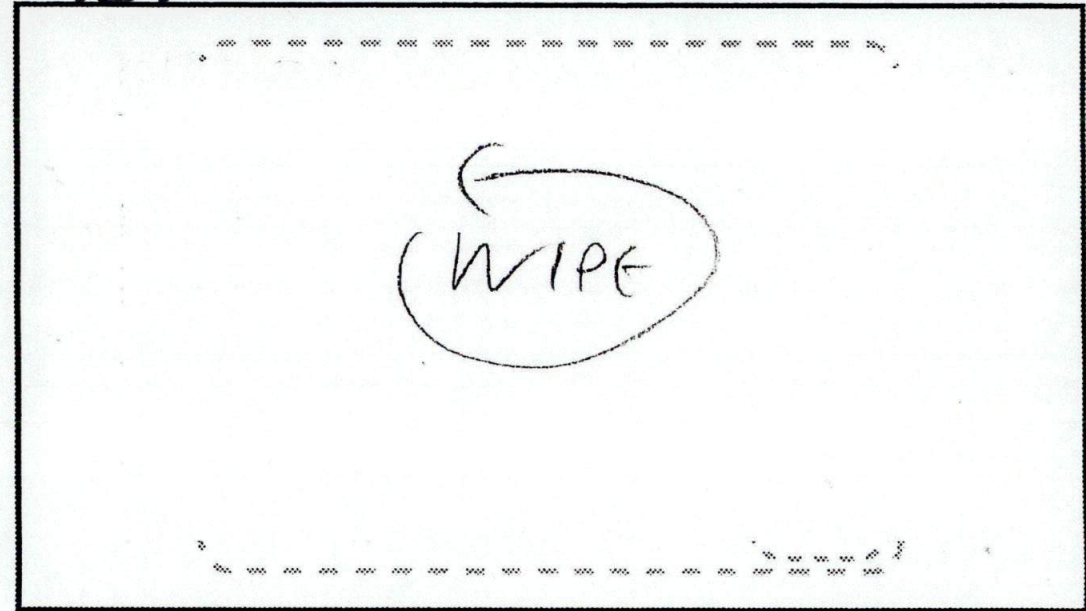
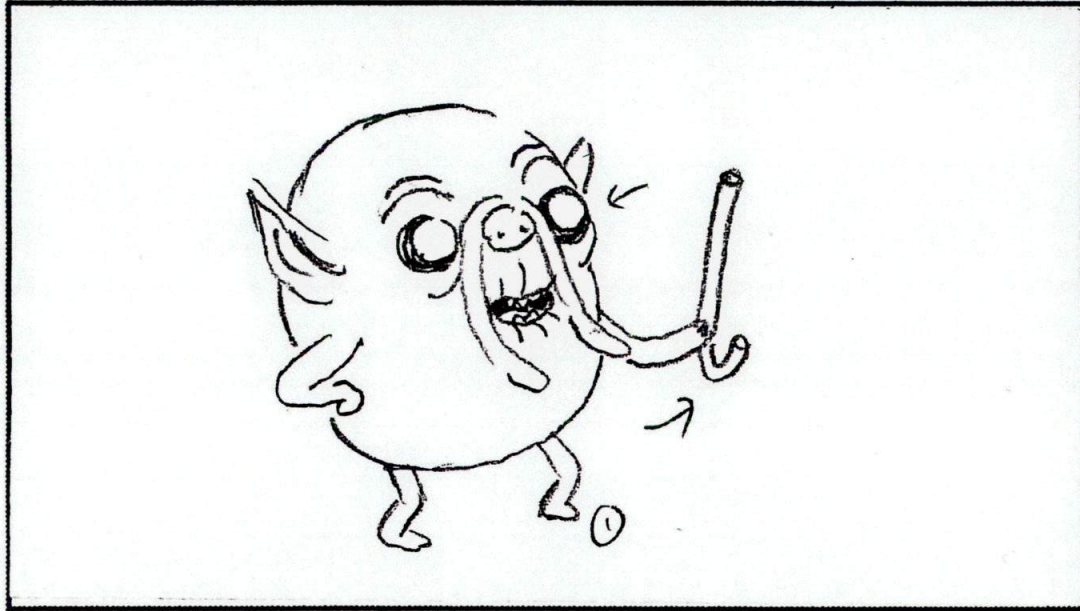
Bg.

day night

Sc. **139 cont** Pnl.

Bg.

day night



Dialog:

① WISE OLD JACEY GOT A PLAN ②

Action:

**- JACEY DOES SASSY
NECK ROLL +
SWINGS BANE**

Timing:



AUG 14 2015

EPISODE # **1034-230**

Production:

1034/230

ADVENTURE TIME



Sc.

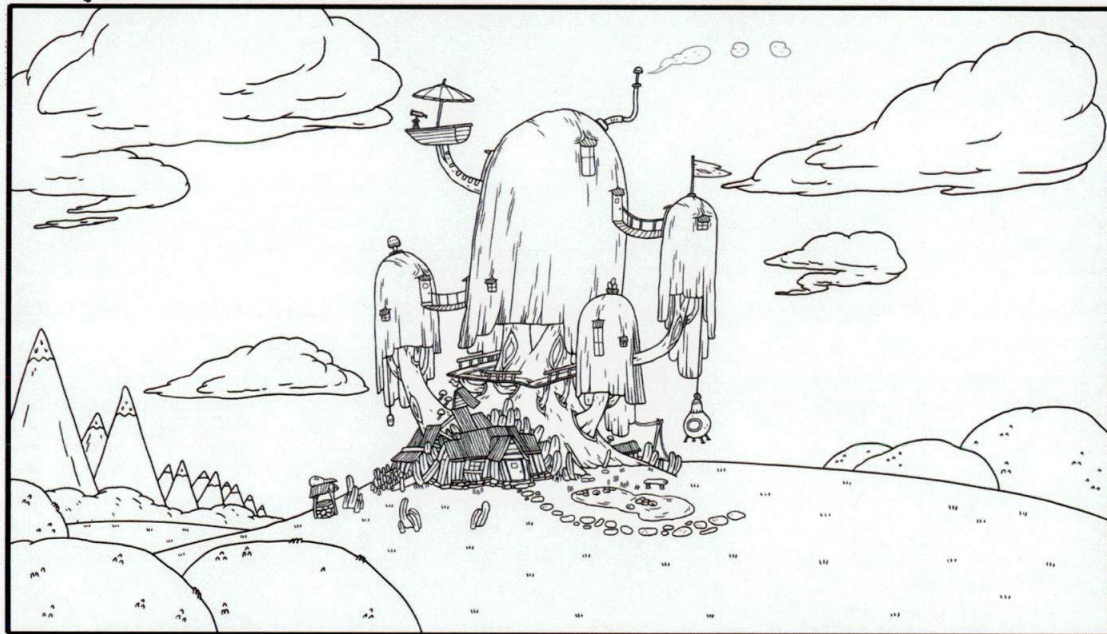
140

Pnl.

A

Bg.

day night



Sc.

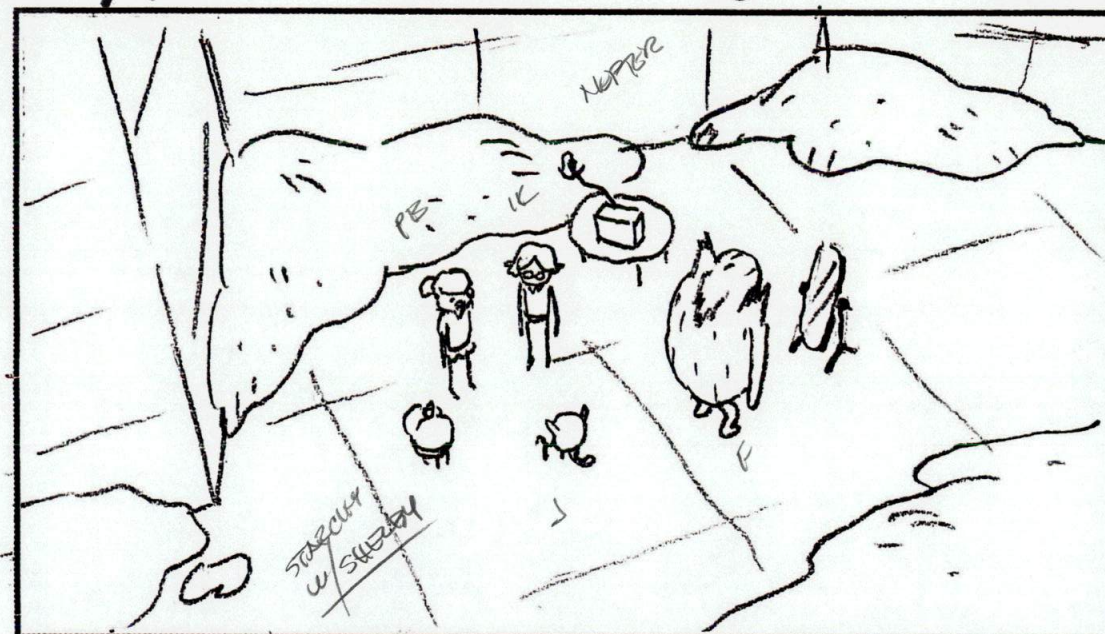
141

Pnl.

A

Bg.

day night



Page

192

Dialog:

① PB? You wanna go first?

② PB HE MAY NOT BE THE MOST CUNNING SOLDIER -

Action:

- EXT TREE HOUSE

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

ADVENTURE TIME



Page **193**

Sc. **142**

Pnl. **A**

Bg.

day night

Sc. **142**

Pnl. **B**

Bg.

day night



Dialog:

(PB) BUT ONE THING ABOUT FINN
IS THAT HE ALWAYS PUTS OTHER
PEOPLE FIRST ..

(PB) AND THAT MAKES HIM A
TRUE HERO.

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

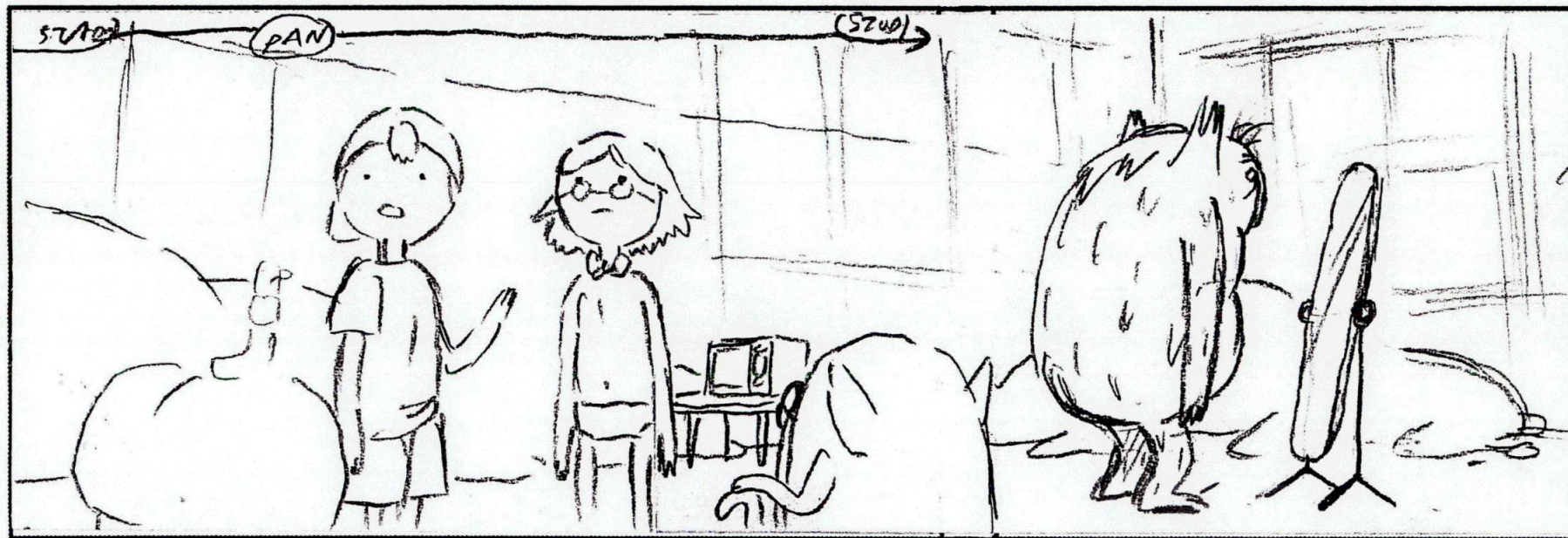
1034/230

ADVENTURE TIME



Page **194**

Sc. **142** Pnl. **C** Bg. day night



Dialog:

Action:

-PAN RIGHT TO FINN LOOKING IN MIRROR

Timing:

AUG 14 2015

EPISODE # **1034-230**

Production:

1034/230

1034/230

ADVENTURE TIME



Sc. **143**

Pnl. **A**

Bg.

day night

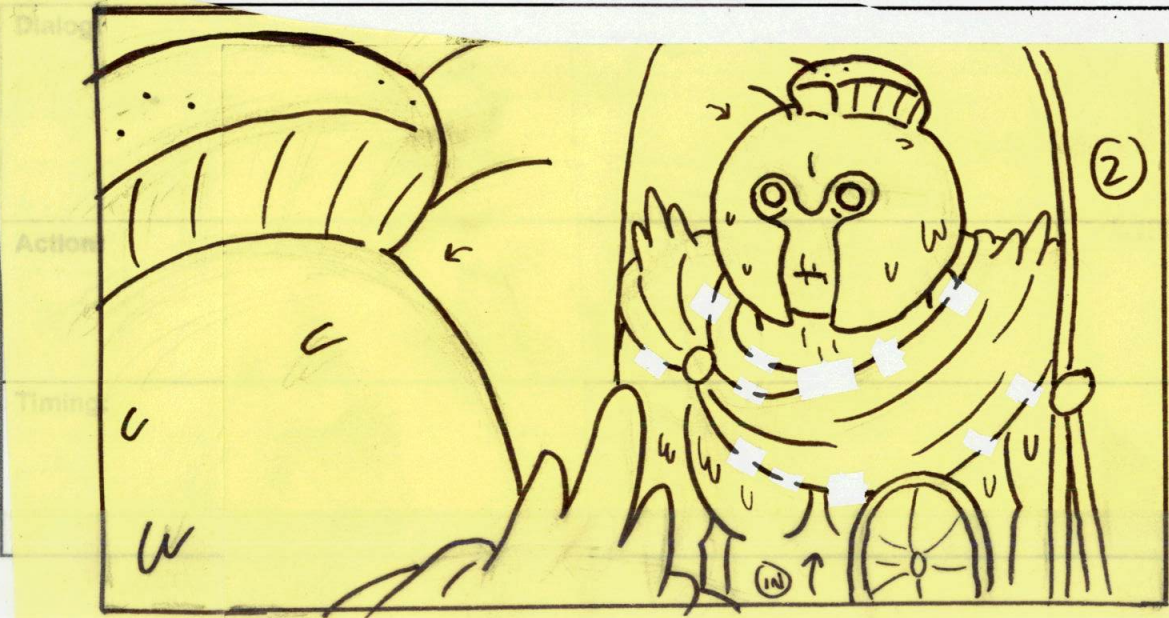


Sc. **143**

Pnl. **B**

Bg.

day night



SFX: * SHYUU *

- F MORPHS INTO "SOLDIER"
FOR A BEAT

AUG 14 2015

EPISODE # **1034-230**

Production:

ADVENTURE TIME



Sc. 143

Pnl. C

Bg.

day night

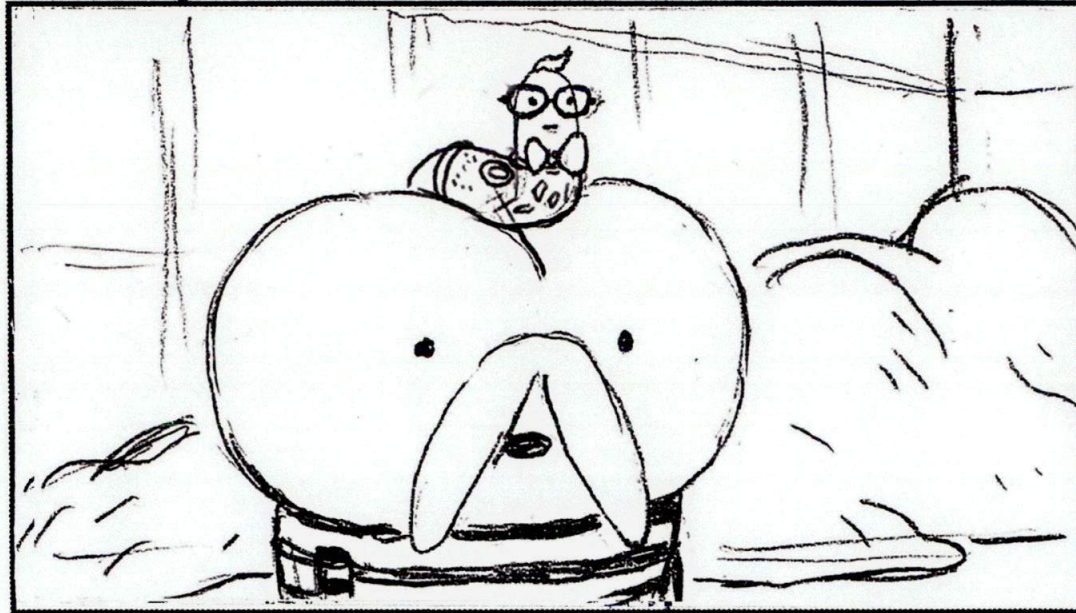


Sc. 144

Pnl. A

Bg.

day night



Page 196

Dialog:

STARBUY FINN HELPED
STARBUY FART ONCE.

Action:

- F MORPHS BACK INTO
MONSTER, KEEPING HERO
CLOTHES

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

ADVENTURE TIME



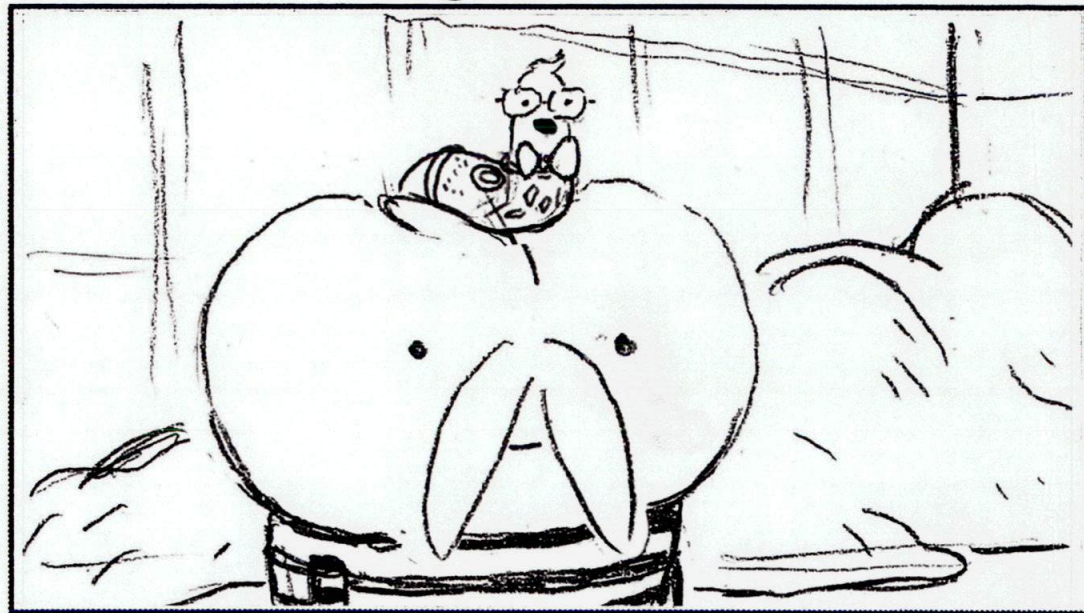
Page **197**

Sc. **144**

Pnl. **B**

Bg.

day night

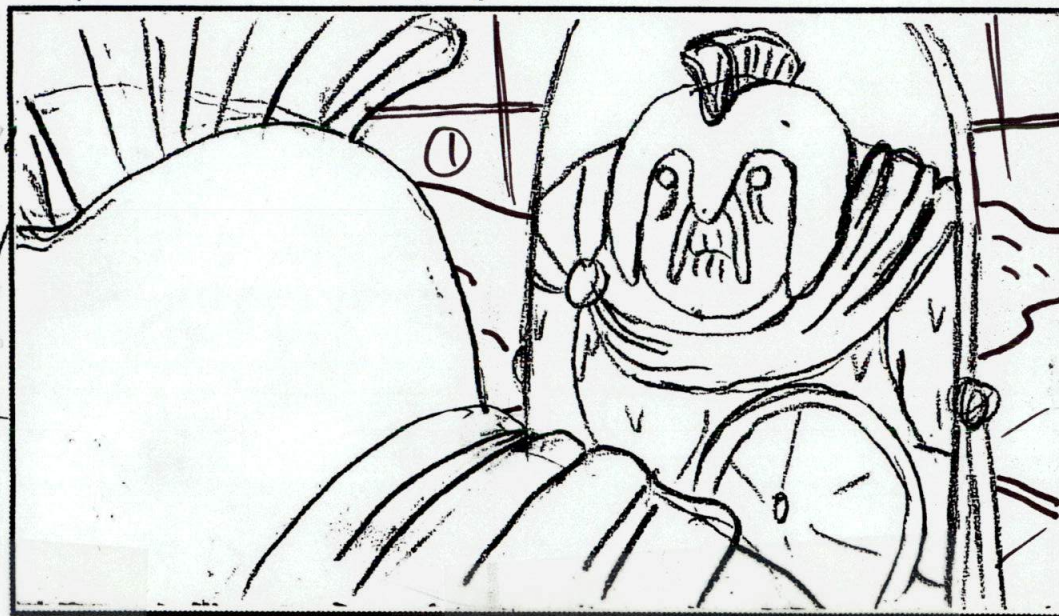


Sc. **145**

Pnl. **A**

Bg.

day night



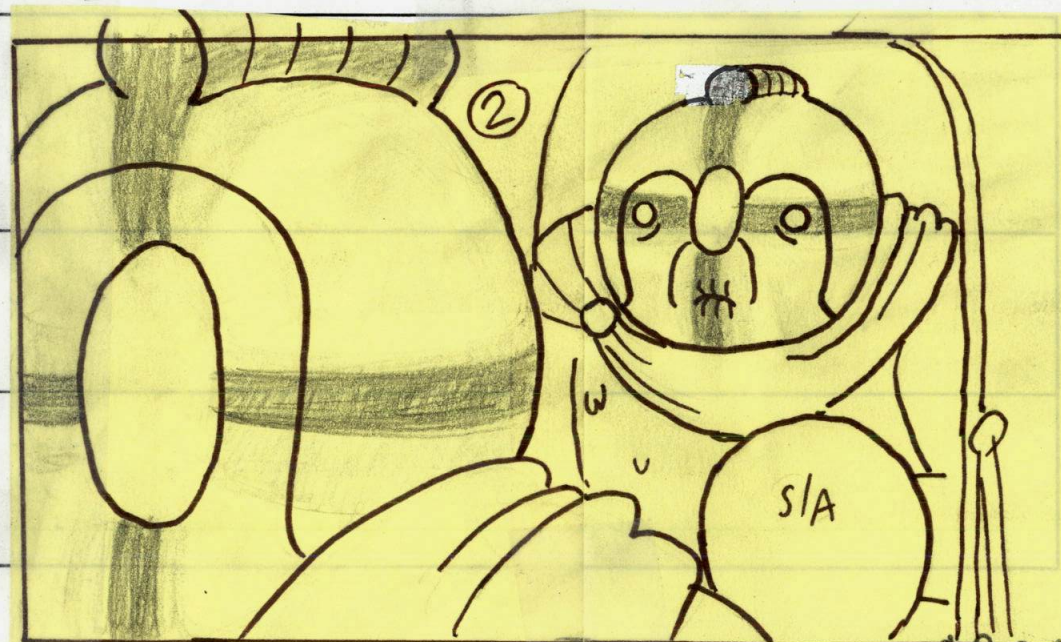
Dialog:

(POLITE APPLAUSE)
SHELBY : WHAT A LIFESAVER

Action:

Timing:

AUG 14 2015



EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



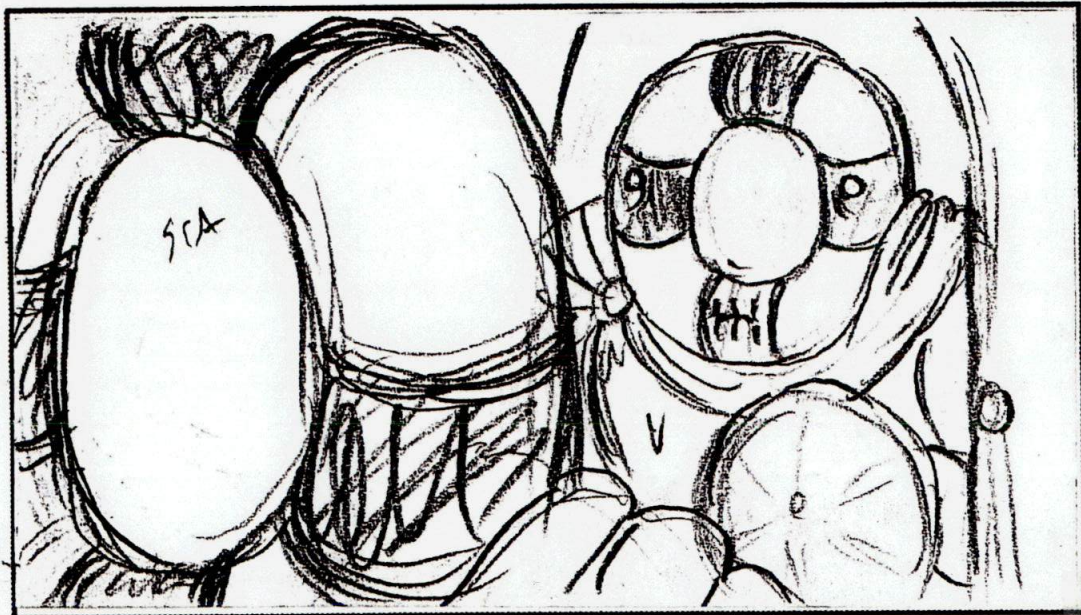
Page **198**

Sc. 145

Pnl. **B**

Bg.

day night

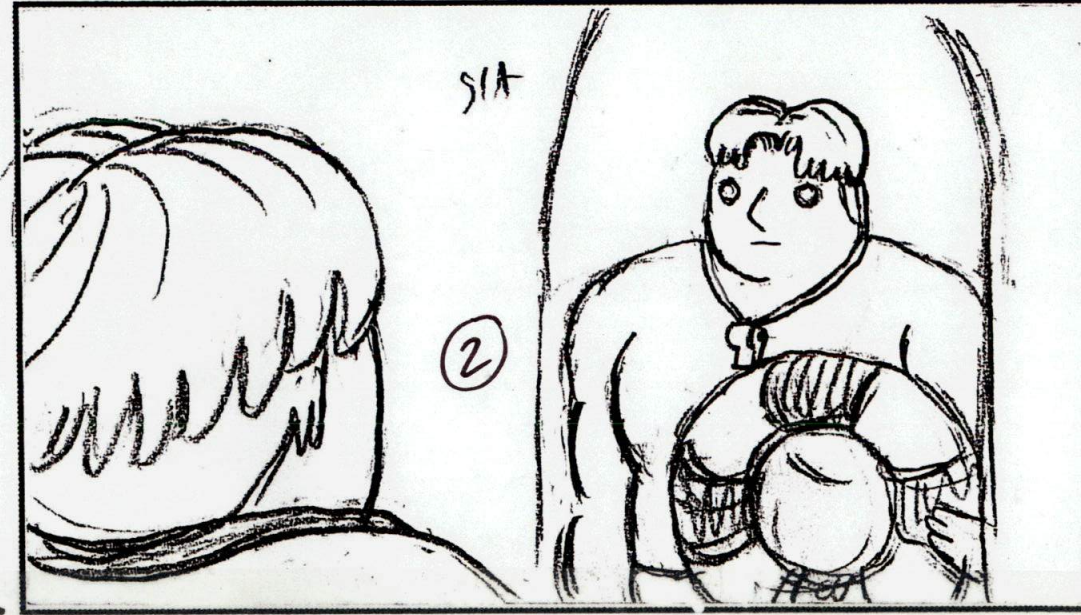


Sc. 145

Pnl. **C**

Bg.

day night



Dialog:

SFX: * SHYUUU *

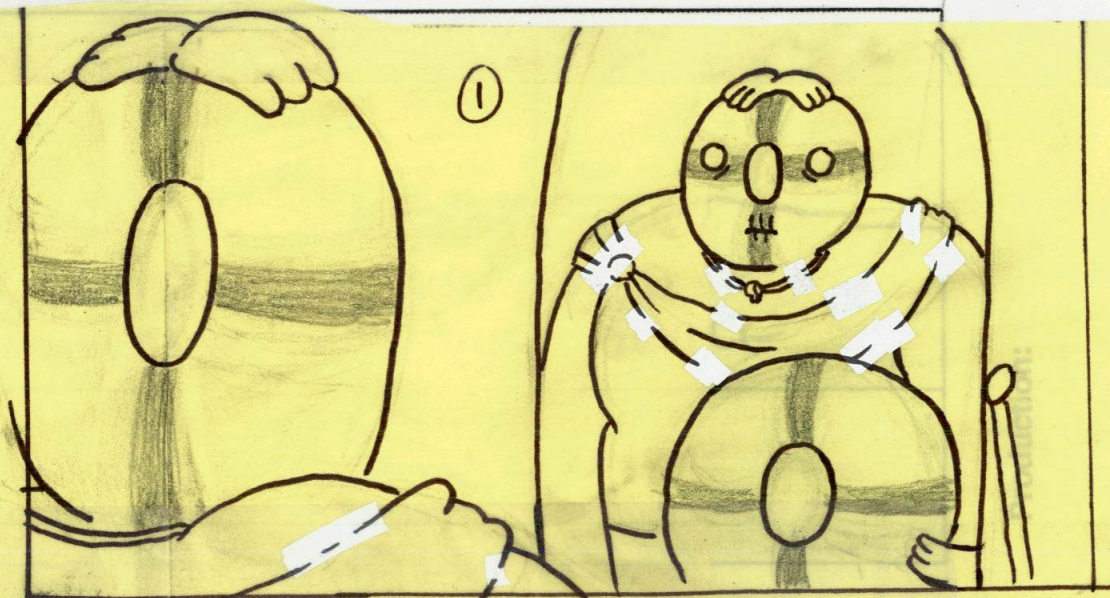
Action:

- HEAD MORPHS BRIEFLY
INTO ROTATION DEVICE

Timing:

AUG 14 2015

- settles
on surfer
dude/life
guard holding
floatation
device



EPISODE # 1034-230

1034/230

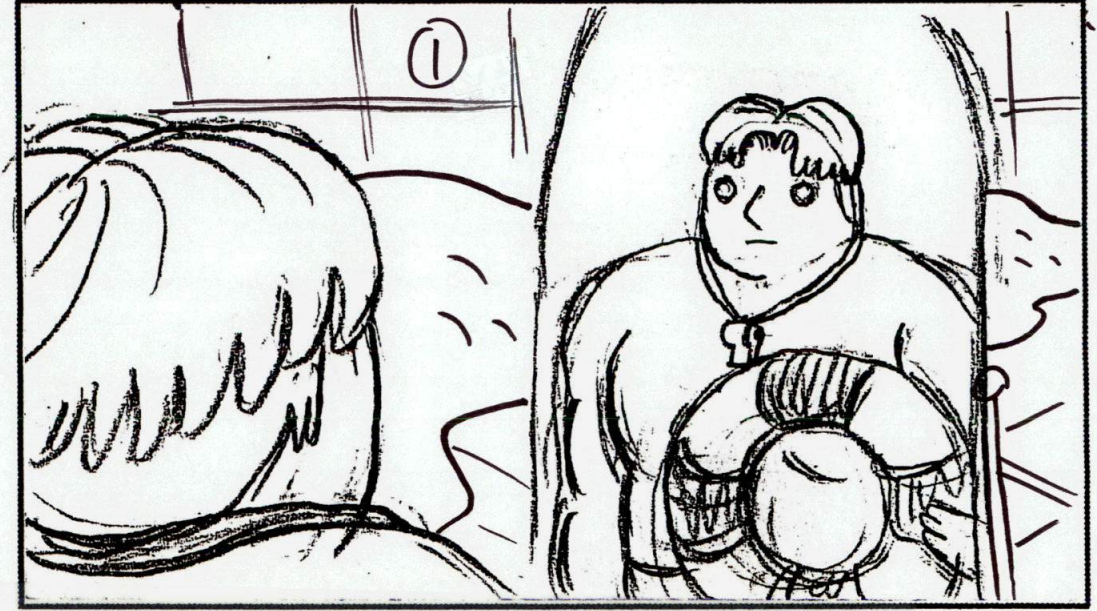
ADVENTURE TIME



Sc. **146** Pnl. **A** Bg. day night



Sc. **147** Pnl. **A** Bg. day night



Dialog:

(1) FINN'S A MEAN OLD PARTY POOPER.

Action:

Timing:

AUG 14 2015



EPISODE # 1034-230

ADVENTURE TIME



Sc. **147**

Pnl. **B**

Bg.

day night



Sc. **148**

Pnl. **A**

Bg.

day night



Dialog:	
SFX * SHYUU *	
Action:	- F TURNS BACK INTO MONSTER
Timing:	AUG 14 2015

EPISODE # 1034-230
Production:

1034/230

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ADVENTURE TIME



Sc. 148

Pnl. **B**

Bg.

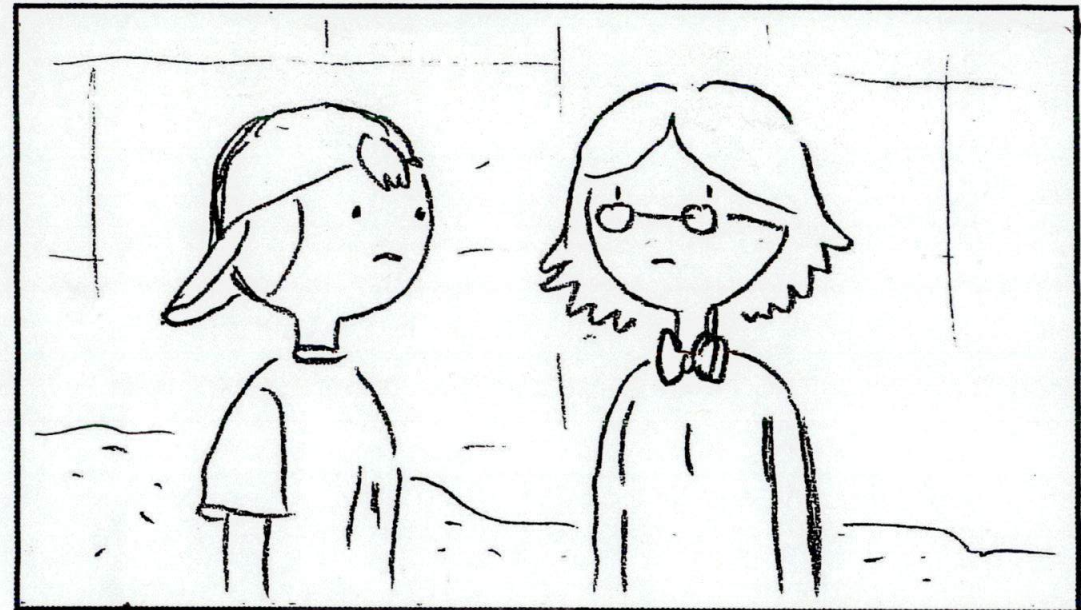
day night

Sc. 148

Pnl. **C**

Bg.

Page **201**
day night



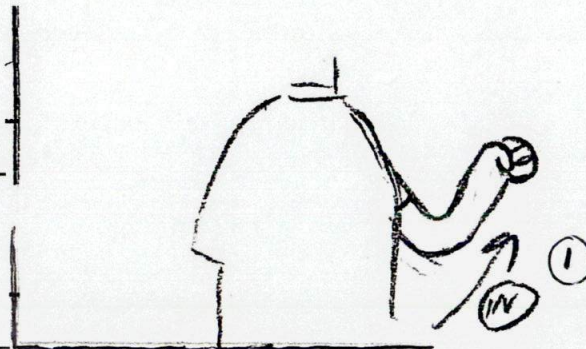
Dialog:

SFX: **(TK)** OW!
+ THAP!

Action:

-PB PUNCHES
IK

Timing:



AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 148

Pnl. **D**

Bg.

day night

Sc. 148

Pnl. **E**

Bg.

Page **202**
day night



Dialog:

Ⓜ BUT... HE IS THE
HOTTEST GUY IN OOO, SO...

Action:

Timing:

AUG 14 2015

EPISODE #

1034-230

Production:

1034/230

ADVENTURE TIME



Page **203**

Sc. **148**

Pnl. **F**

Bg.

day night

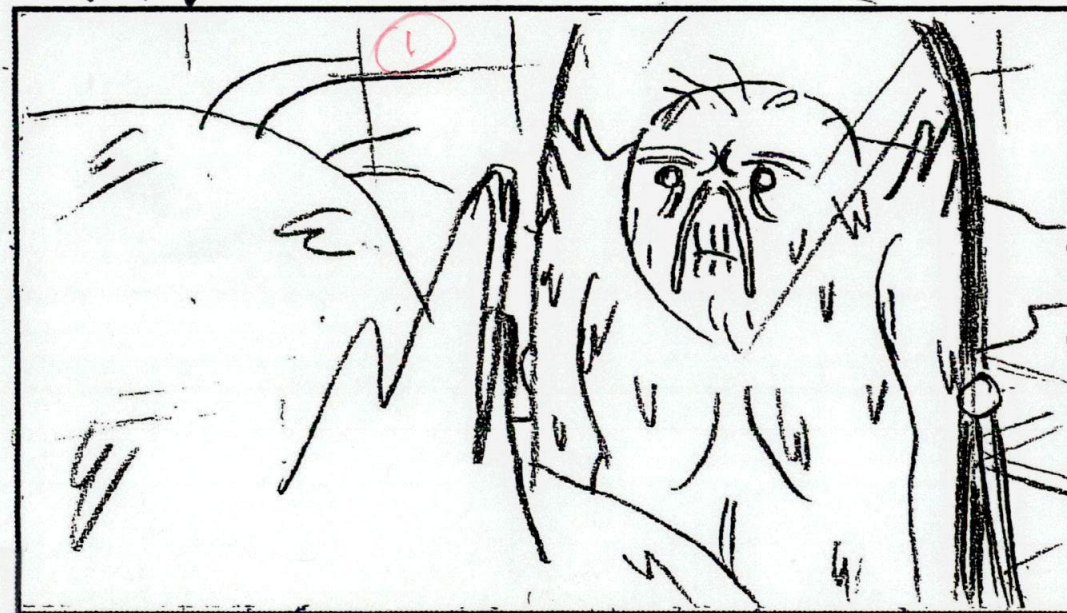


Sc. **149**

Pnl. **A**

Bg.

day night



1034-230
EPISODE #

Dialog:

① HE CAN KUNDA DO
WHAT HE WANTS.

Action:

Timing:

AUG 14 2015



Production:

1034/230

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ADVENTURE TIME



Sc. 149

Pnl. **B**

Bg.

day night

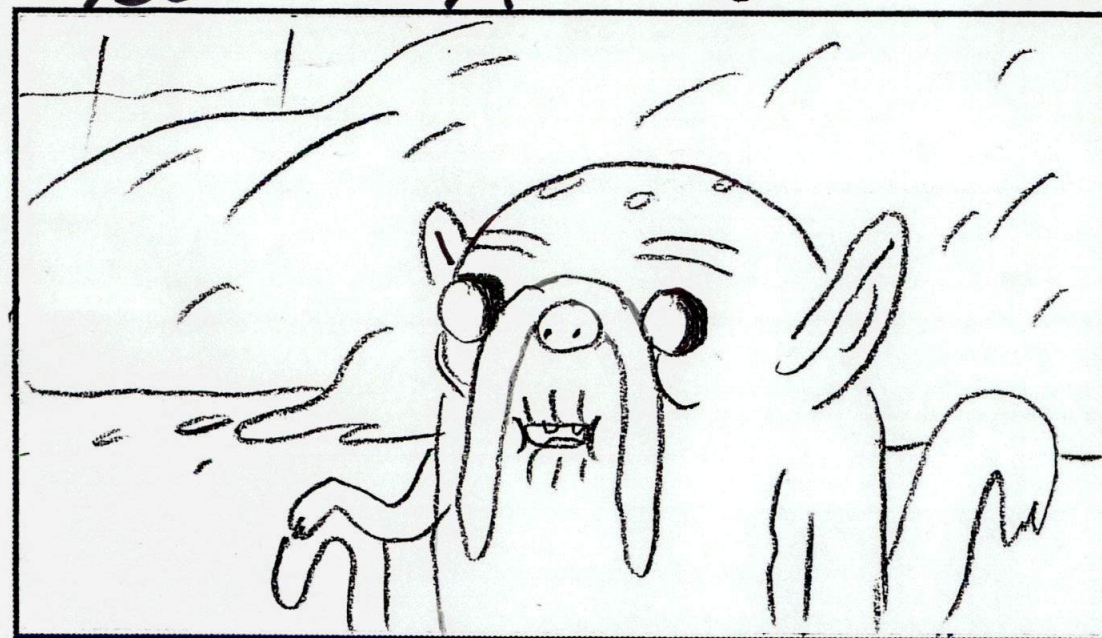


Sc. 150

Pnl. **A**

Bg.

day night



Page **204**

Dialog:

SFX: * SHYUUL *

Ⓟ FINN'S JUST THE BEST
GUY TO DO BRO STUFF
WITH.

Action:

-MORPHS INTO 'BEAUTIFUL' MAN

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. **150**

Pnl. **B**

Bg.

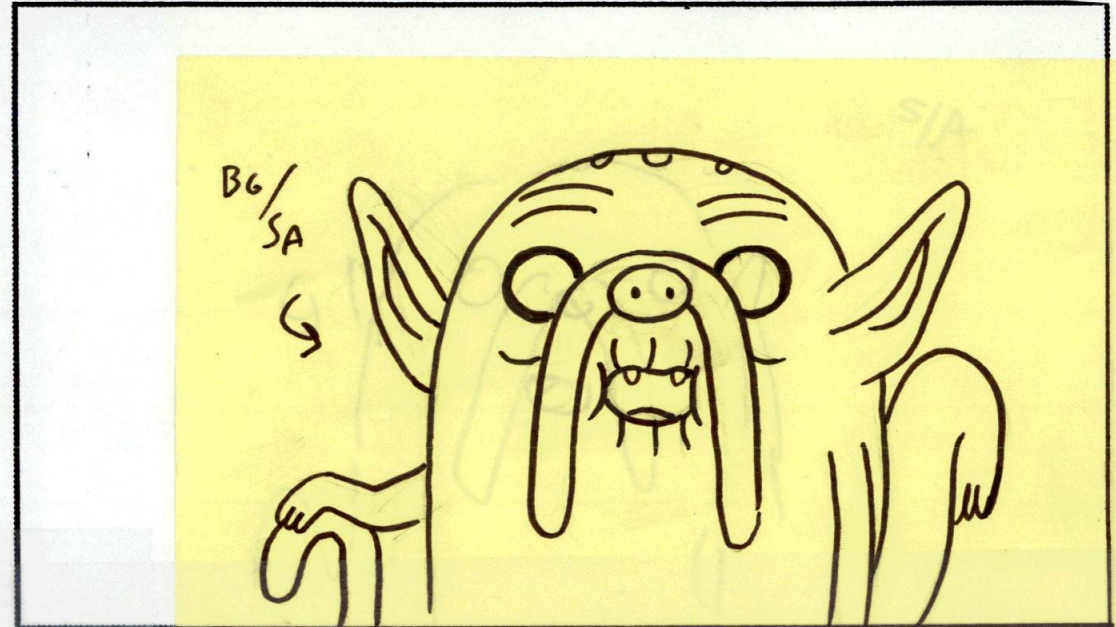
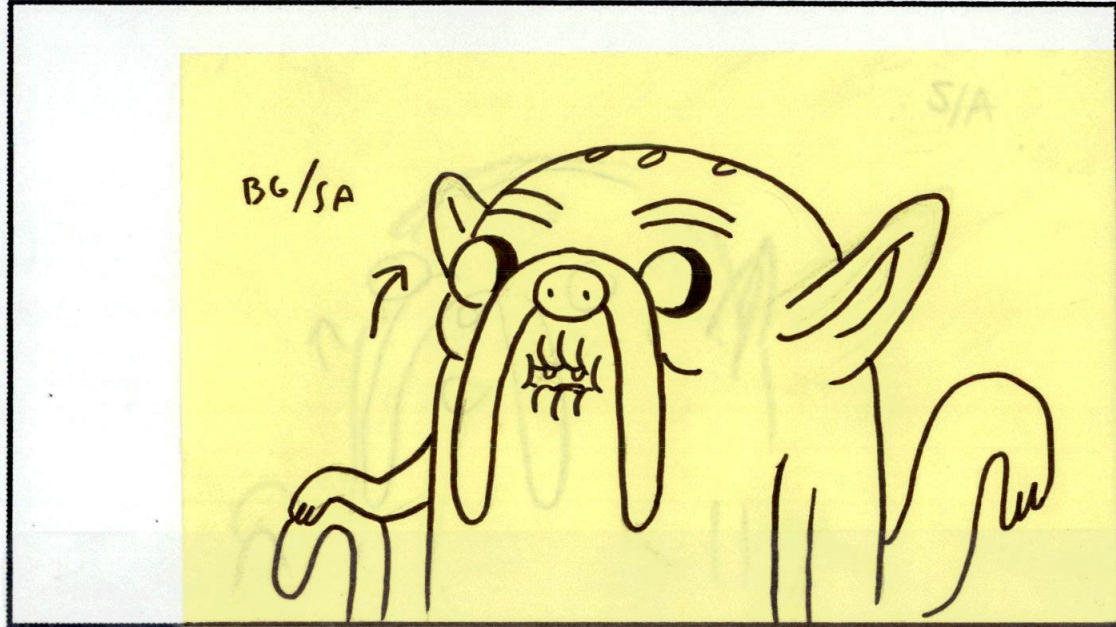
day night

Sc. **150**

Pnl. **C**

Bg.

Page **205**
day night



Dialog:	<p>① LIKE... LYING ON THE GRASS AND TALKIN TO BUGS, OR --</p>	<p>① BAKIN CHOCOLATE CHIP COOKIES.</p>
Action:		
Timing:		

AUG 14 2015

1034/230

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. **150**

Pnl. **D**

Bg.

day night

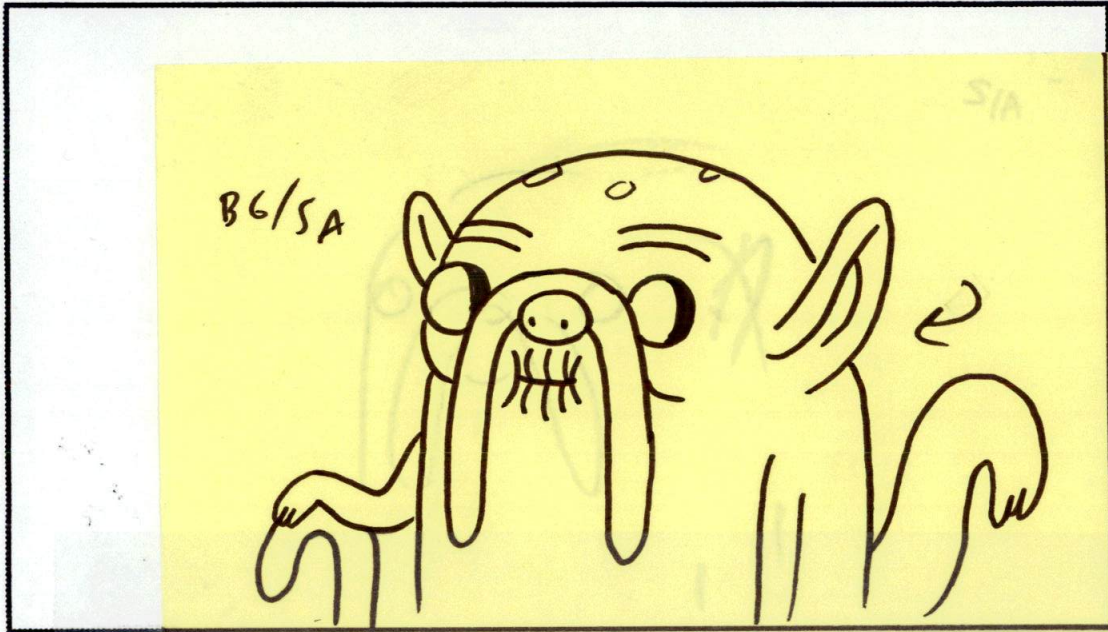
Sc. **150**

Pnl. **E**

Bg.

Page **206**

day night



Dialog:

① FINN'S JUST A GOOD FRIEND

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Page **207**

Sc. **151**

Pnl. **A**

Bg.

day night



Sc. **151**

Pnl. **B**

Bg.

day night



Dialog:

SEP: (BIG APPLAUSE)
FINN'S GREAT!
HE'S THE BEST!

Action:

- F SHRINKS / ^{STARTS} MORPHING BACK TO REGULAR FINN

Timing:

AUG 14 2015

EPISODE # 1031-230

Production:

1034/230

ADVENTURE TIME



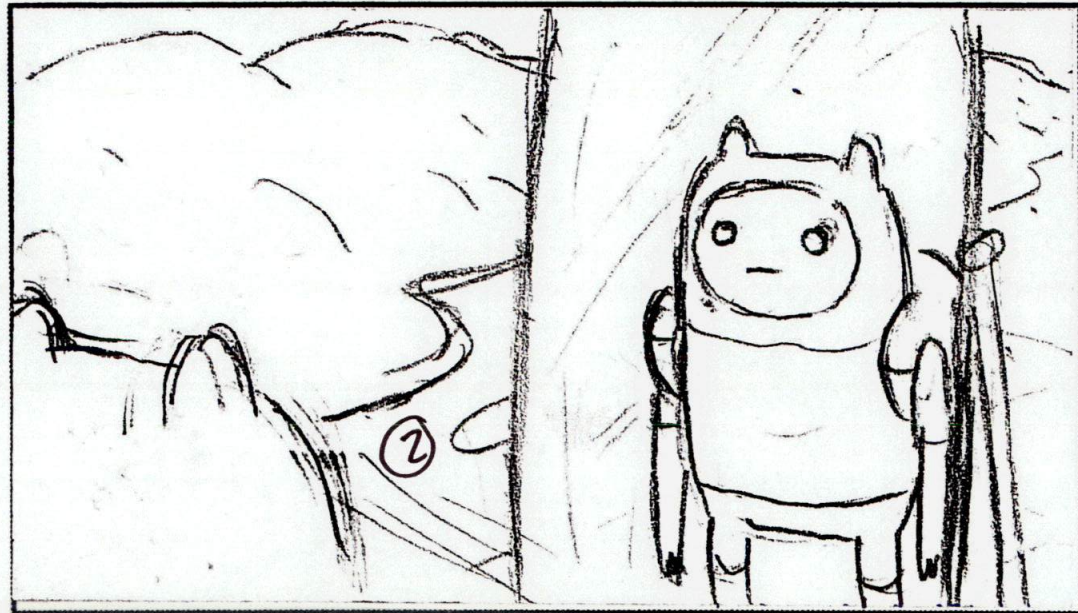
Page **208**

Sc. **151**

Pnl. **C**

Bg.

day night

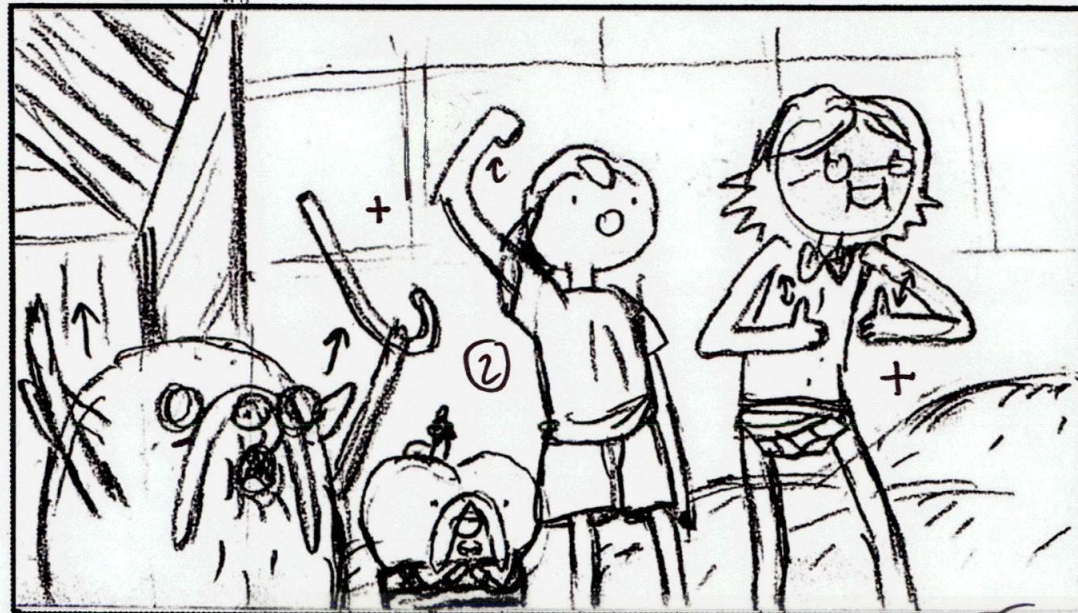


Sc. **151A**

Pnl. **A**

Bg.

day night



Dialog: - TURNS BACK TO NORMAL FORM

SFX:

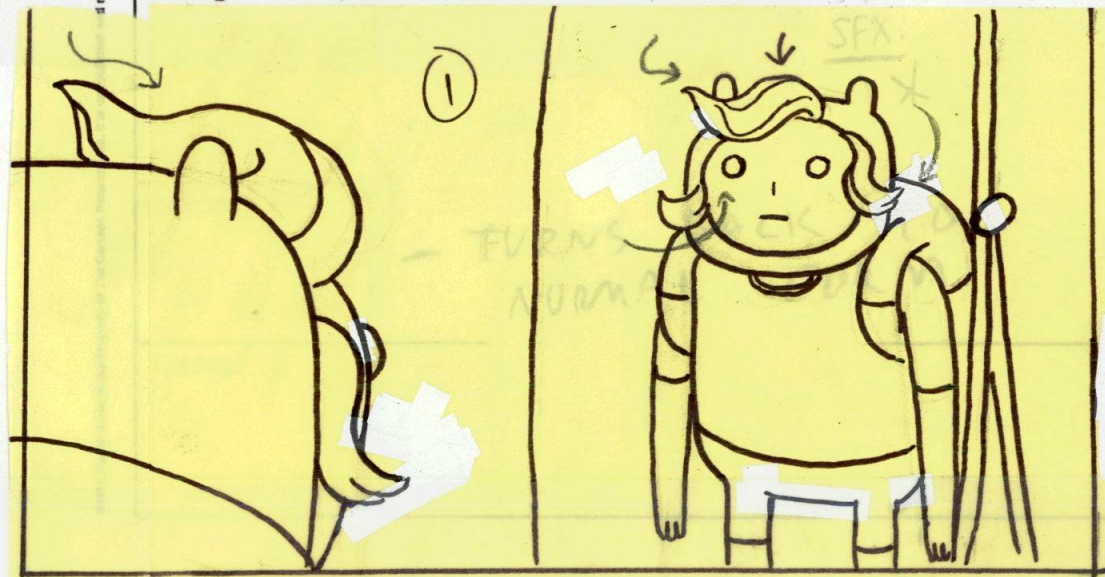
* APPLAUSE FINISHES *

- cheer cycle

① + ②

← hair retracts into Finn's hat.

AUG 14 2015



EPISODE # 1034-230

1034/230



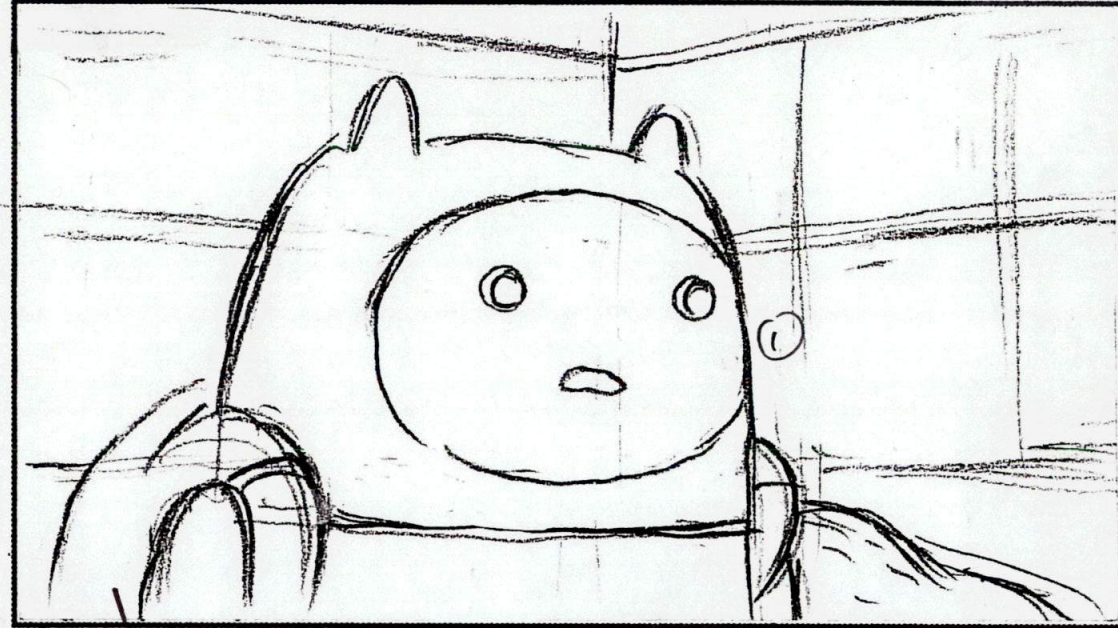
ADVENTURE TIME

Sc. **152**

Pnl. **A**

Bg.

day night

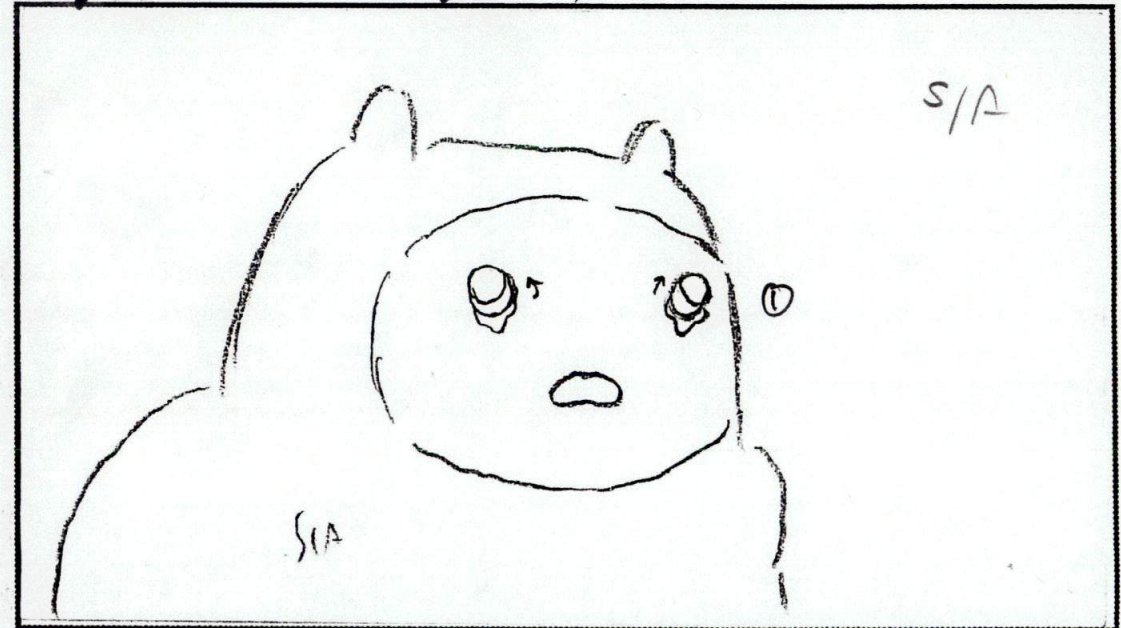


Sc. **152**

Pnl. **B**

Bg.

day night



Page **209**

EPISODE # 1034-230

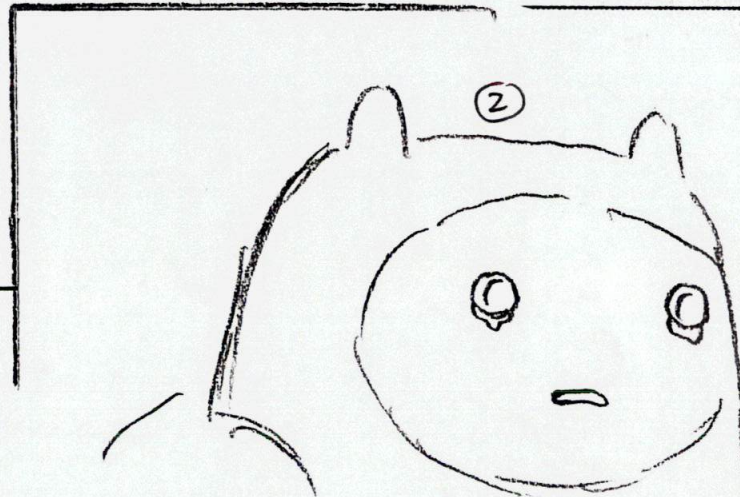
Dialog:

① I'M ME
AGAIN

Action:

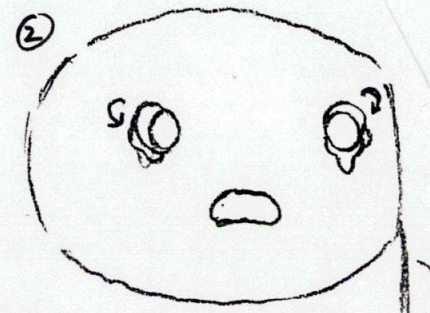
- TEARS WELL UP
IN FINN'S
EYES

Timing:



SFX: * RRR-RRR-RR *

- EYES SUDDENLY START
BULGING OUT OF SOCKETS
LIKE THEY'RE TRYING TO
YANK THEMSELVES OUT



AUG 14 2015

PI

1034/230

1034/237

ADVENTURE TIME

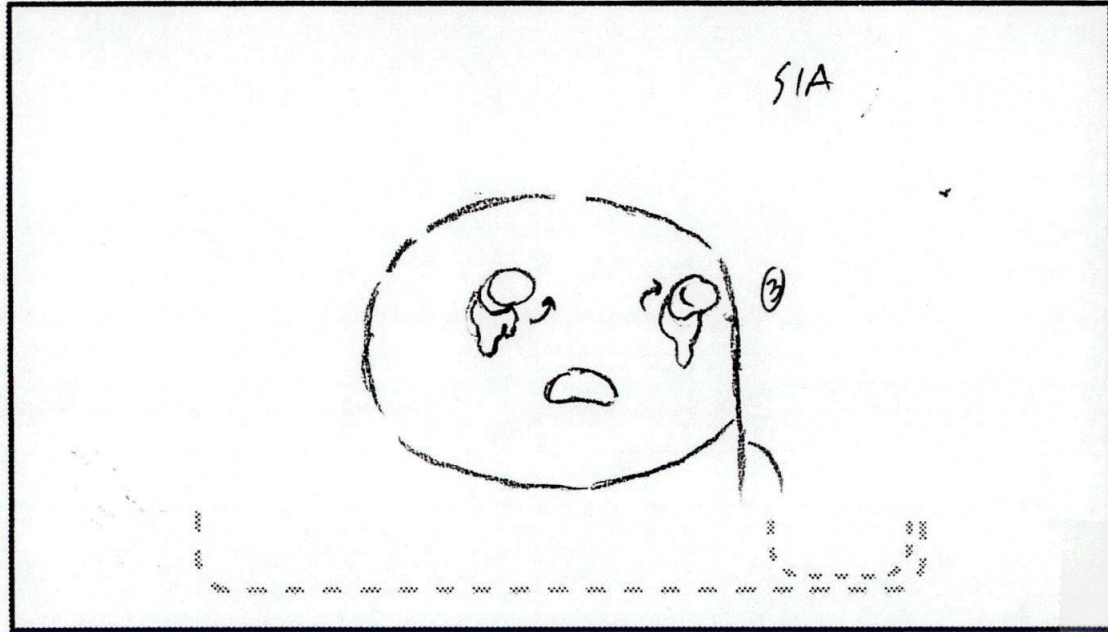


Sc. **152**

Pnl. **C**

Bg.

day night

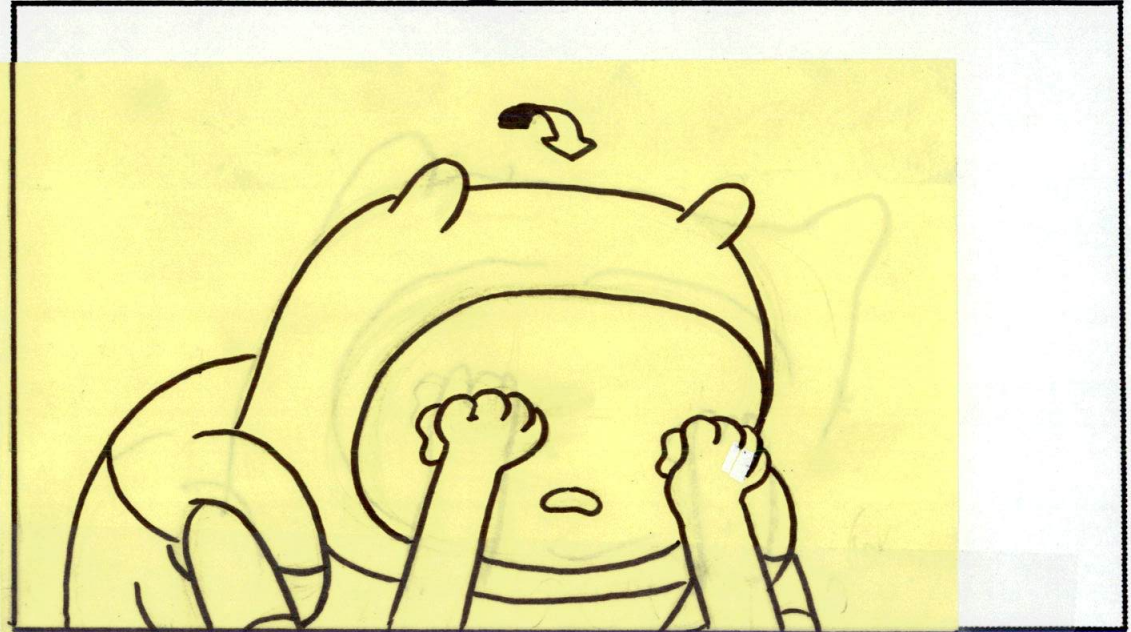


Sc. **152**

Pnl. **D**

Bg.

Page **210**
day night



Dialog:

(F) THESE BALLS ARE GOIN' NUTS!

SFX: SQUISH (wet)

Action:

Timing:



AUG 14 2015

EPISODE #
1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 152

Pnl. E

Bg.

day night

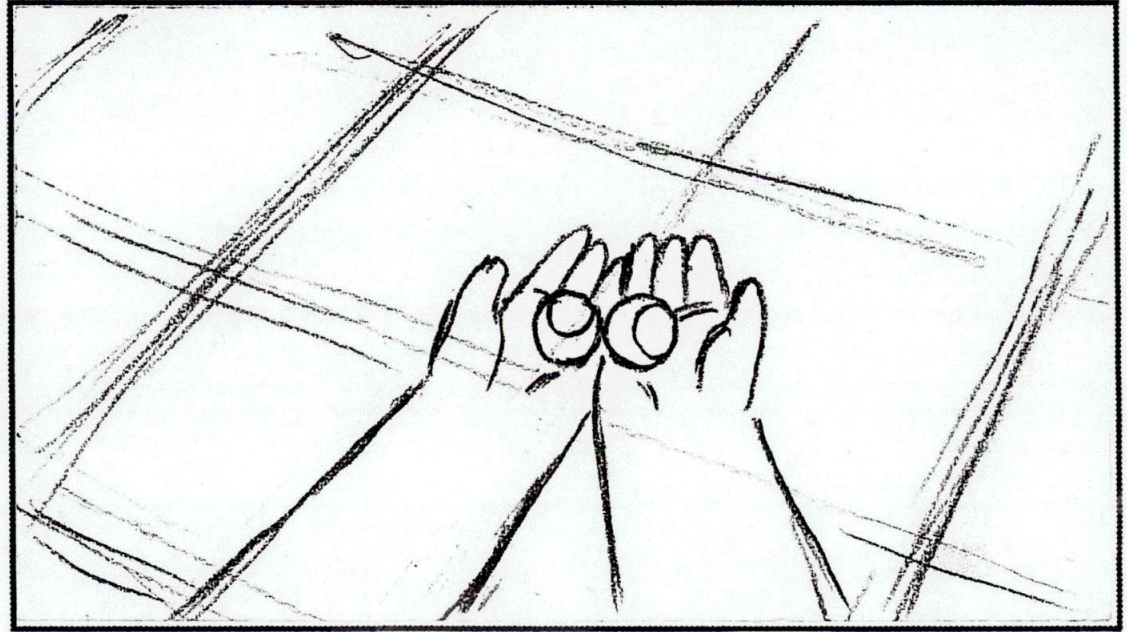


Sc. 153

Pnl. A

Bg.

day night



Page 211

Dialog:

SFX: * POP *

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Page 212

Sc. 153

Pnl. B

Bg.

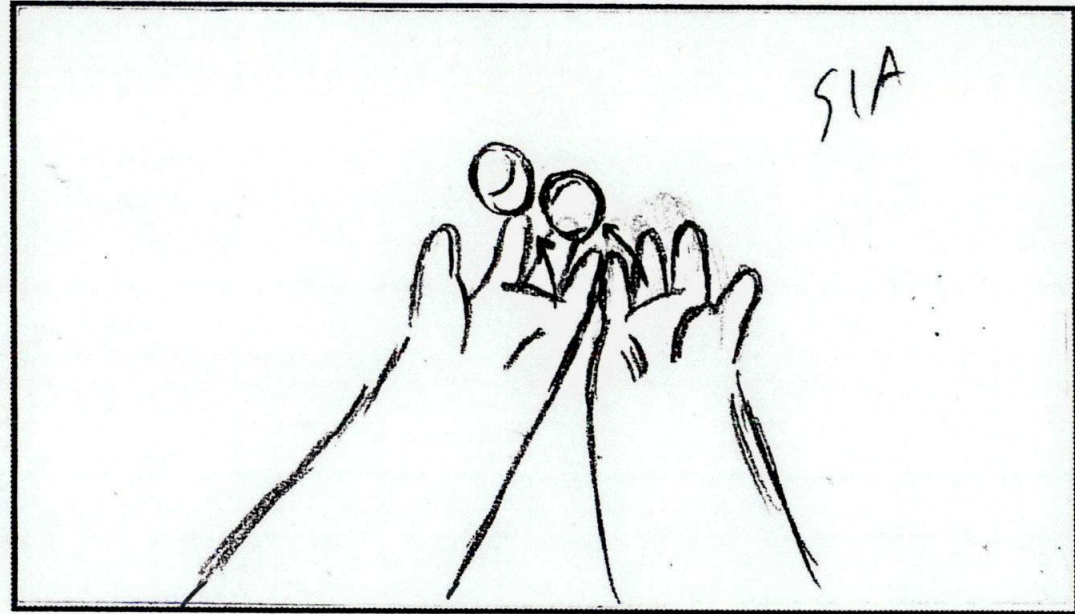
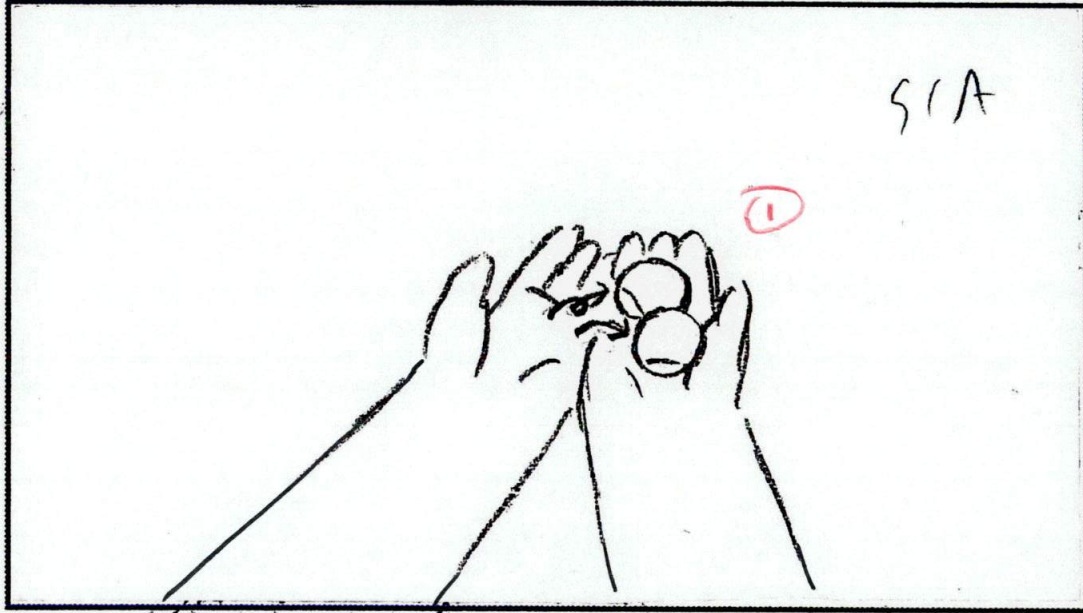
day night

Sc. 153

Pnl. C

Bg.

day night

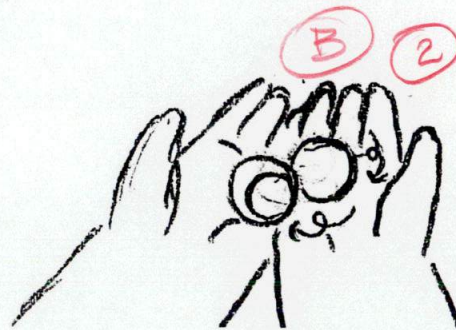


Dialog:

RRR - RRR*

Action:

- EYES SQUIRM
AROUND



← EYES JUMP INTO AIR SIDEWAYS

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 153

Pnl. D

Bg.

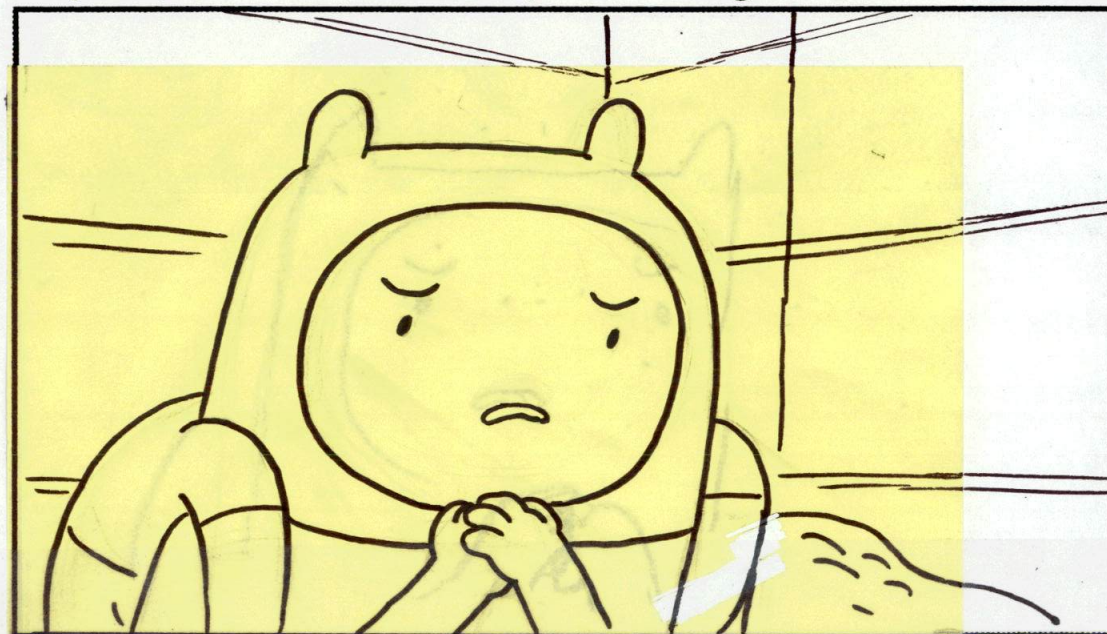
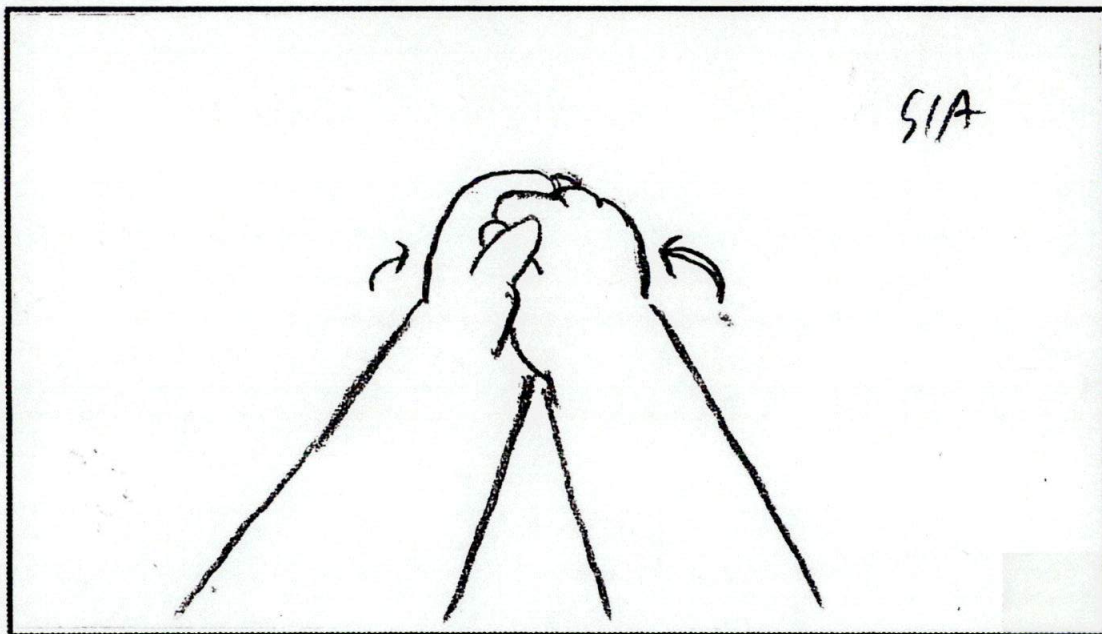
day night

Sc. 154

Pnl. A

Bg.

Page 213
day night



Dialog:

(F) UHH.

Action:

- F GRABBS THE EYEBALLS

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME

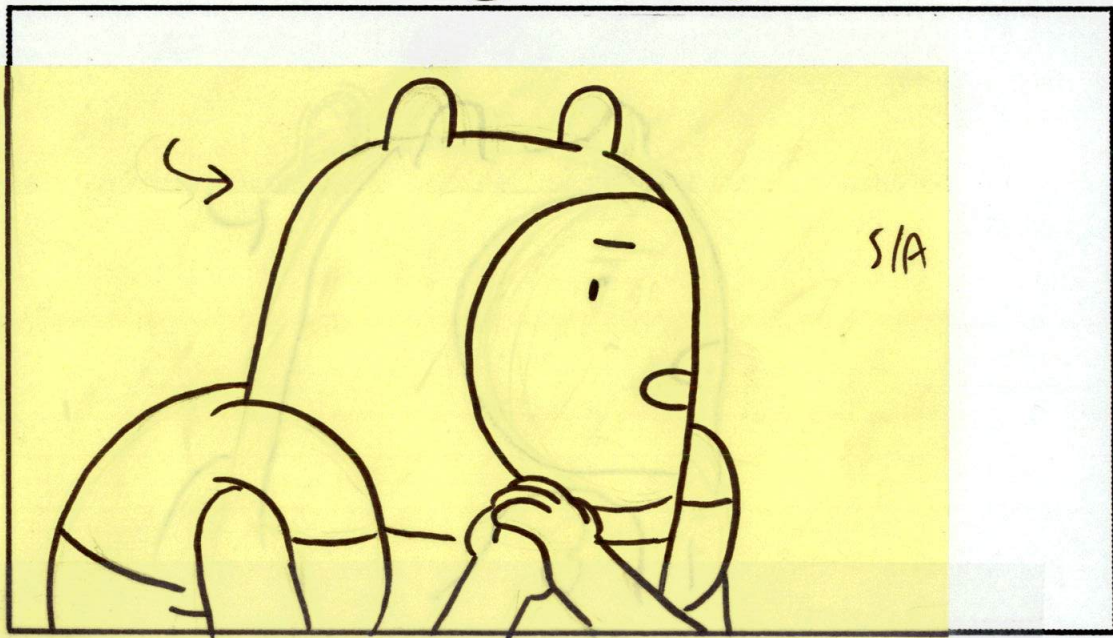


Sc. 154

Pnl. B

Bg.

day night

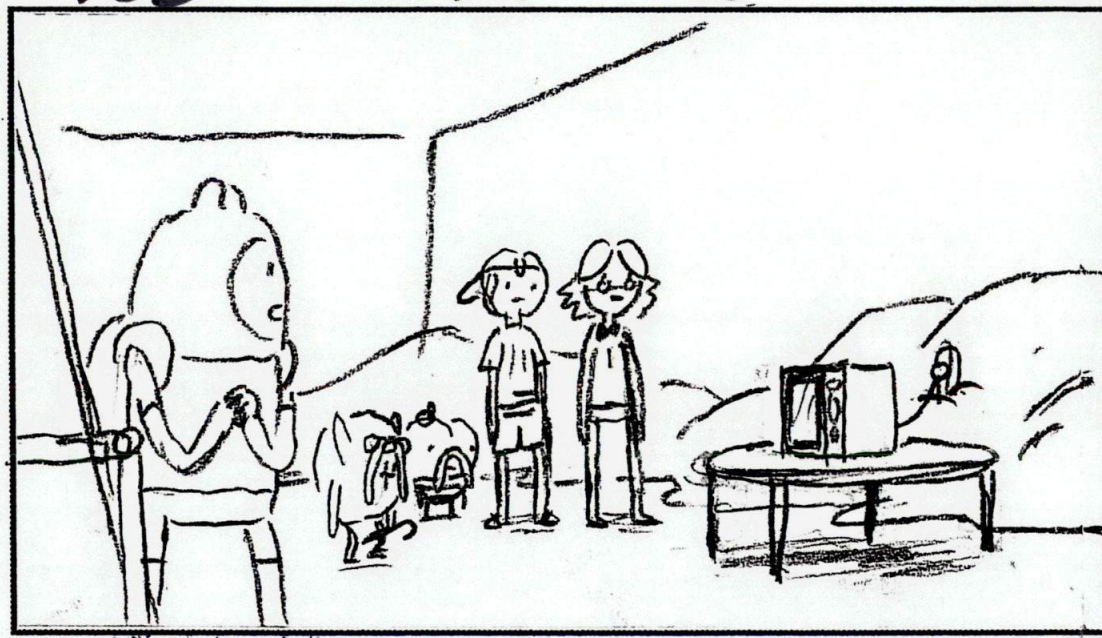


Sc. 155

Pnl. A

Bg.

day night



Dialog:

(OFF/S) BEEEEEEP

Action:

-F. LOOKS AT NEPTR

Timing:

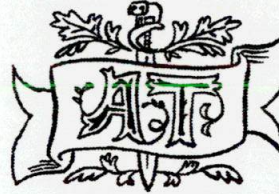
AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **215**
day night

Sc. **155**

Pnl. **B**

Bg.

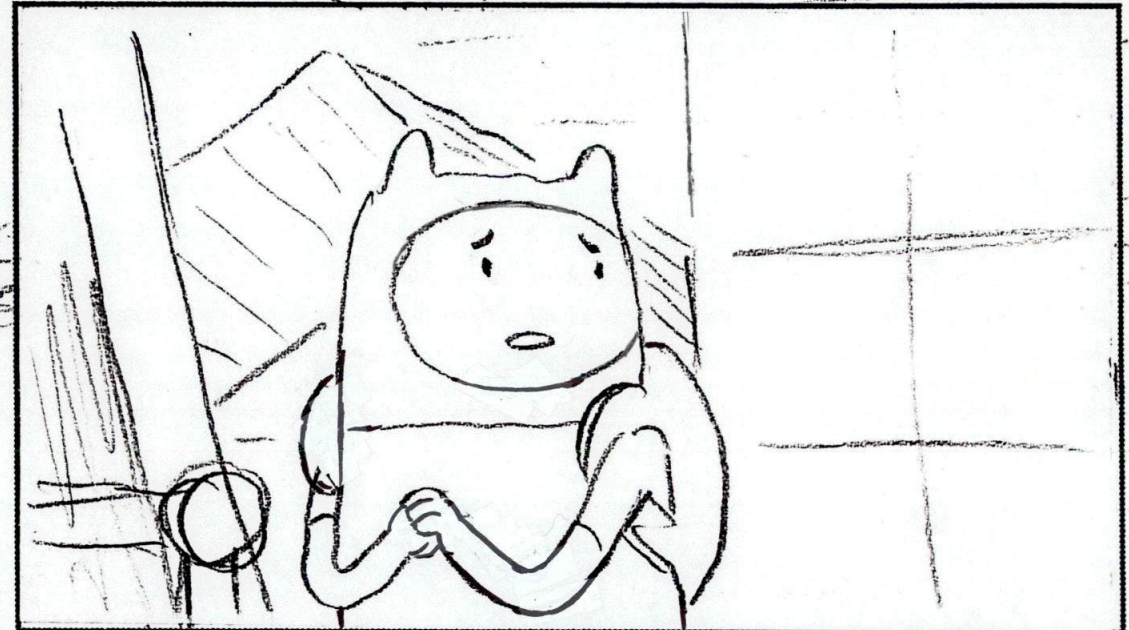
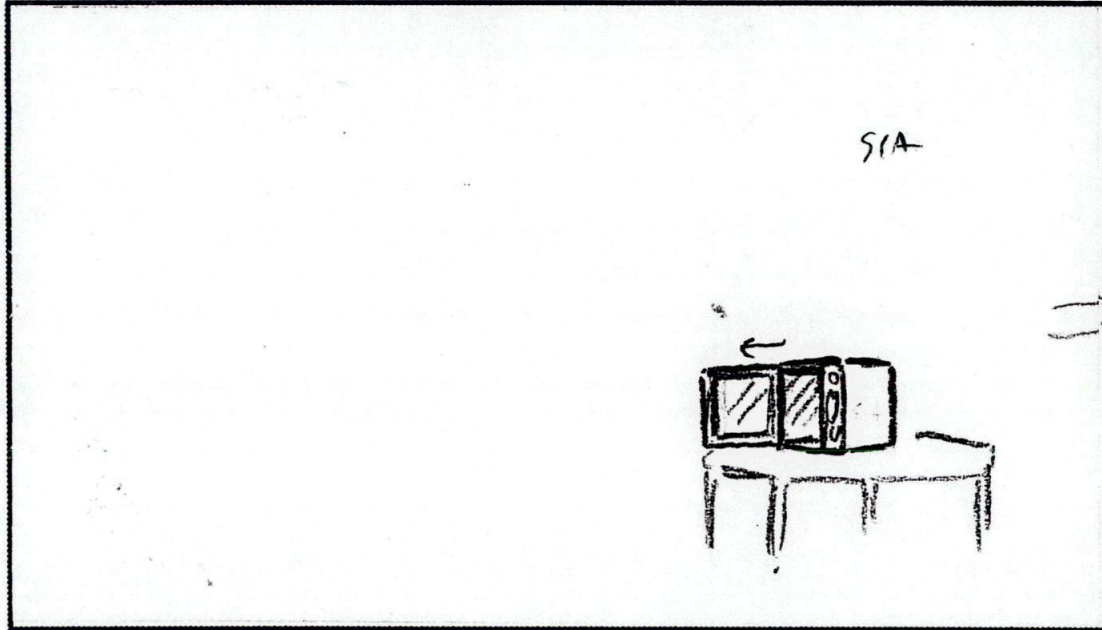
day night

Sc. **156**

Pnl. **A**

Bg.

day night



Dialog:

SFX: BOOM

Ⓕ : MY SON.

Action:

— MICROWAVE
DOOR BURSTS OPEN

Timing:

AUG 14 2015

EPISODE # **1034-230**

Production:

1034/230

1034/230

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1034/230

ADVENTURE TIME

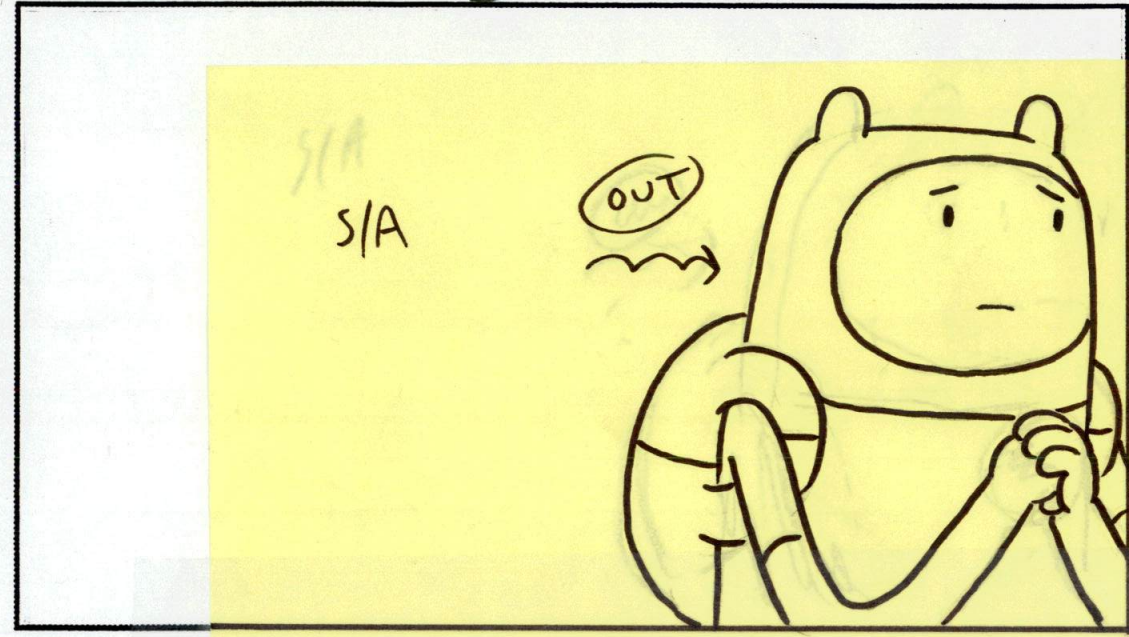


Sc. 156

Pnl. B

Bg.

day night



Sc. 157

Pnl. A

Bg.

day night



Page 216

Dialog:
Action:
Timing:

AUG 14 2015

EPISODE #

1034-230

Production:

1034/230

ADVENTURE TIME

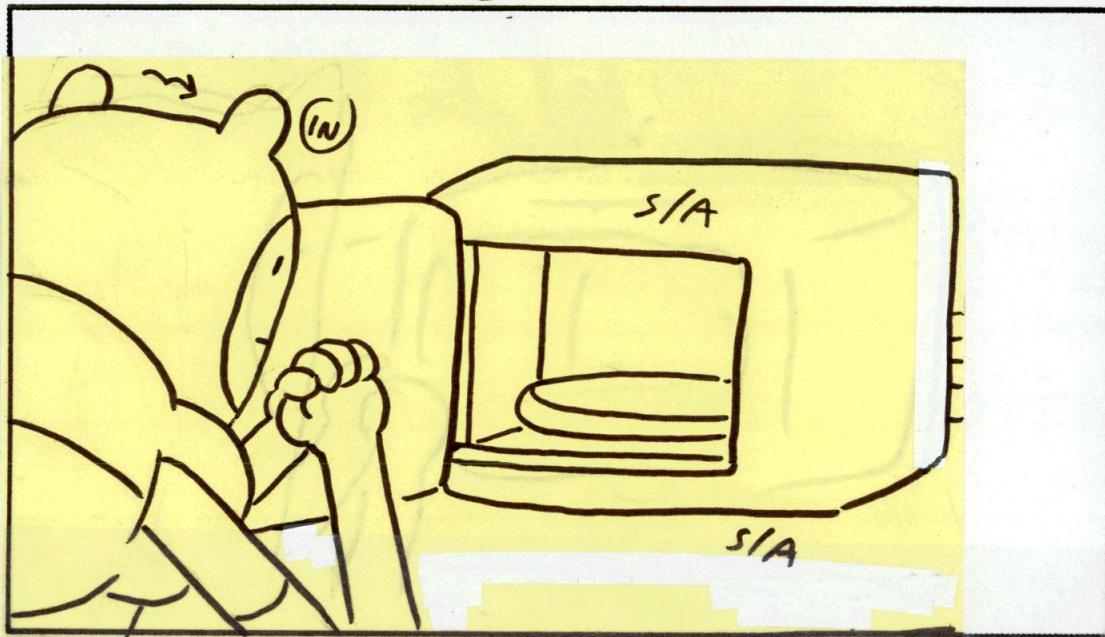


Sc. 157

Pnl. *B*

Bg.

day night

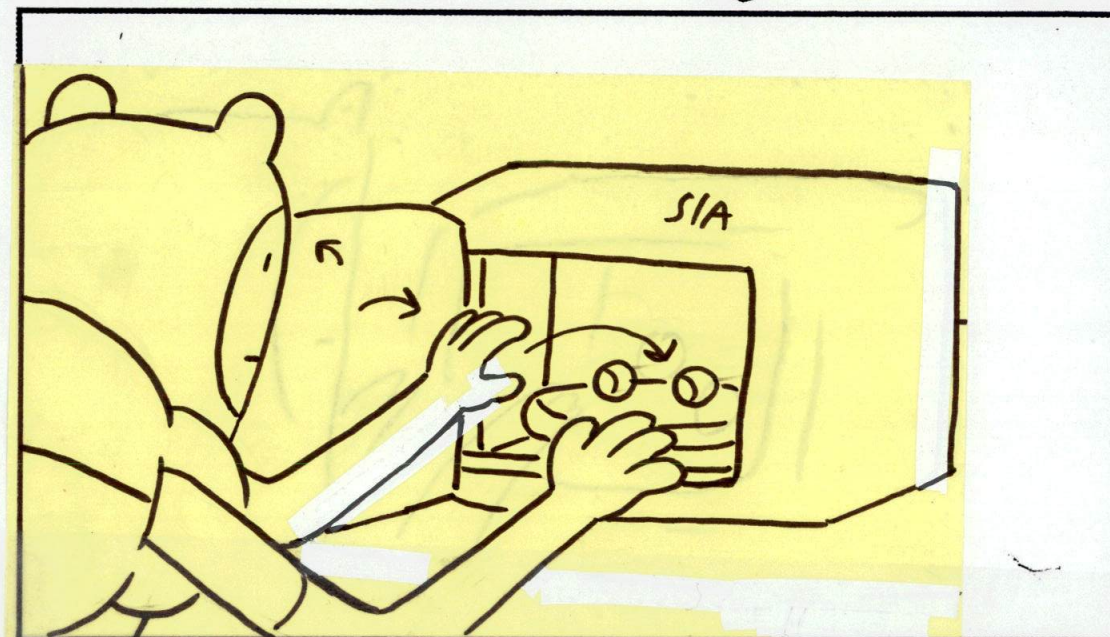


Sc. 157

Pnl. *C*

Bg.

day night



Dialog:

Action:

Timing:

- F THROWS EYEBALLS
INTO MICROWAVE

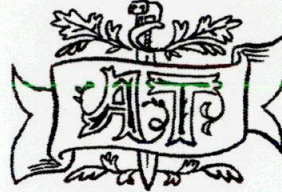
AUG 14 2015

Page *217*

EPISODE # 1034-230

Production:

ADVENTURE TIME



Sc. 157

Pnl. D

Bg.

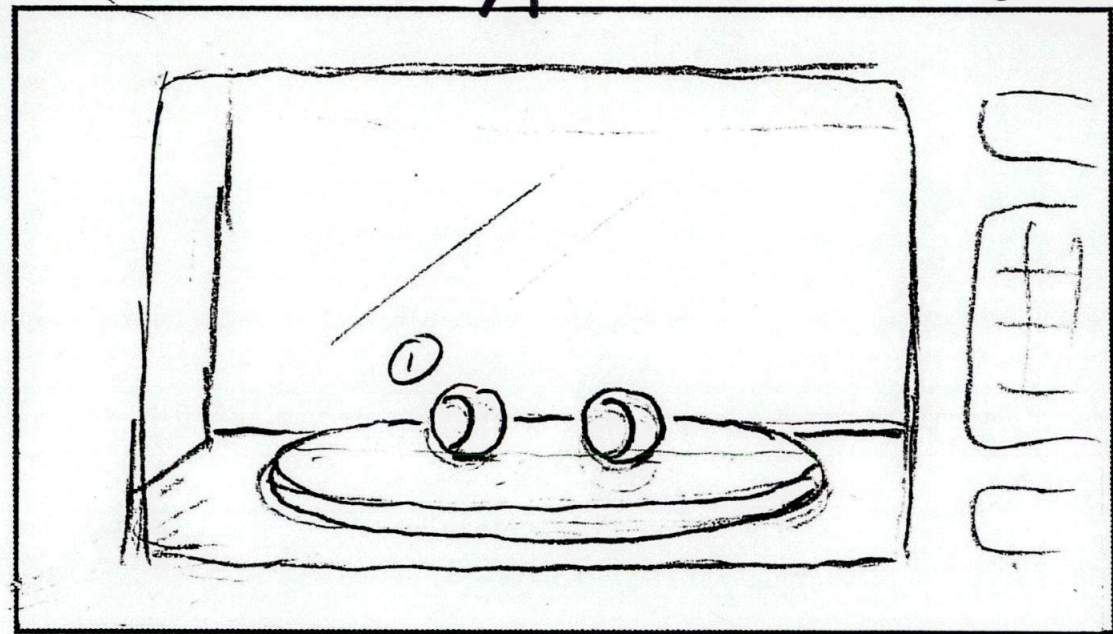
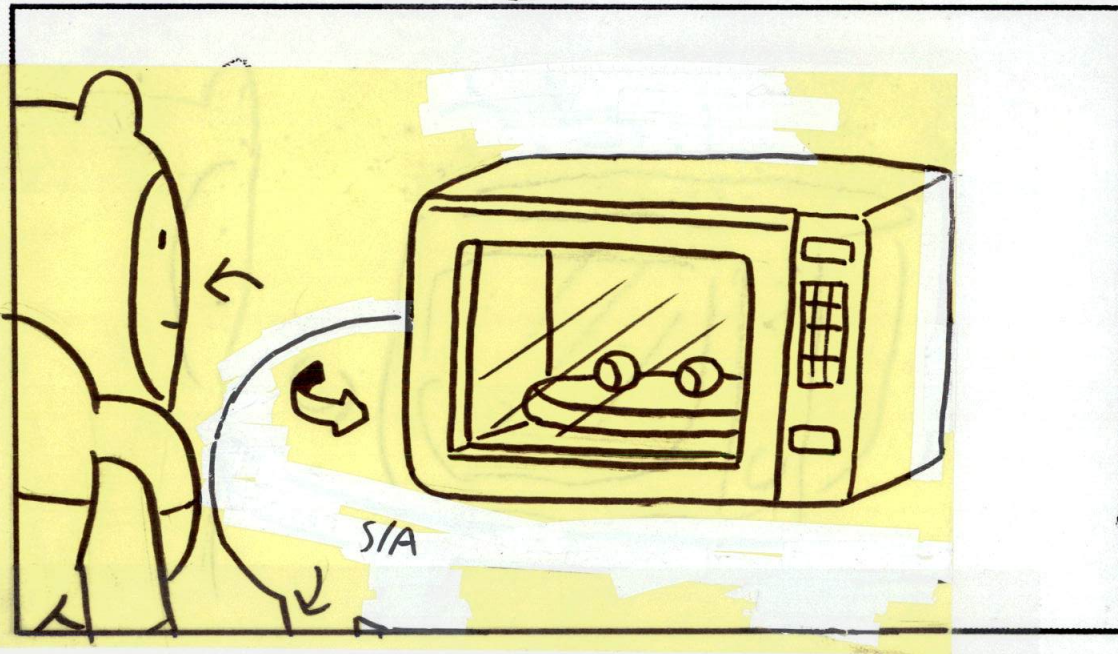
day night

Sc. 158

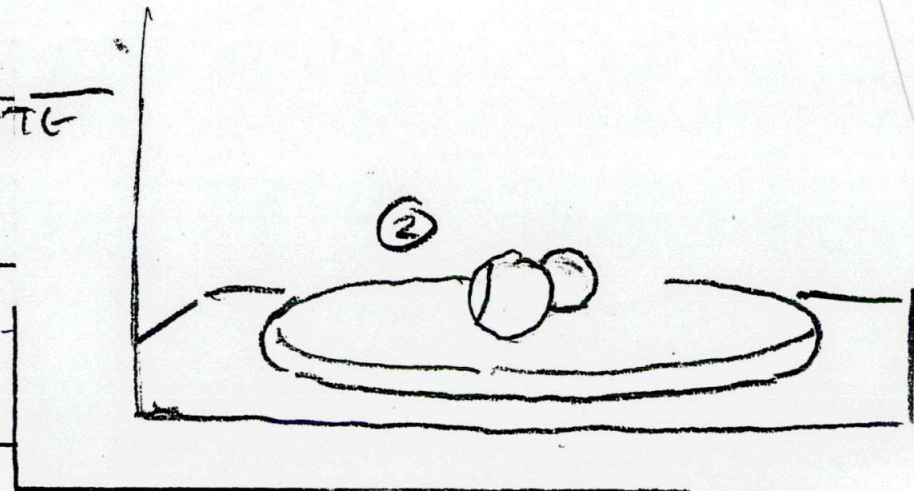
Pnl. A

Bg.

Page 218
218A NEXT



Dialog:	SFX: *CLICK*	SFX: [MICROWAVE HUM]
Action:	- DOOR SHUTS ON IT'S OWN	- EYEBALLS ROTATE ON LAZY SUSAN ①, ②, ①
Timing:		



AUG 14 2015

EPISODE # 1034-230

1034/230

1034/230

ADVENTURE TIME

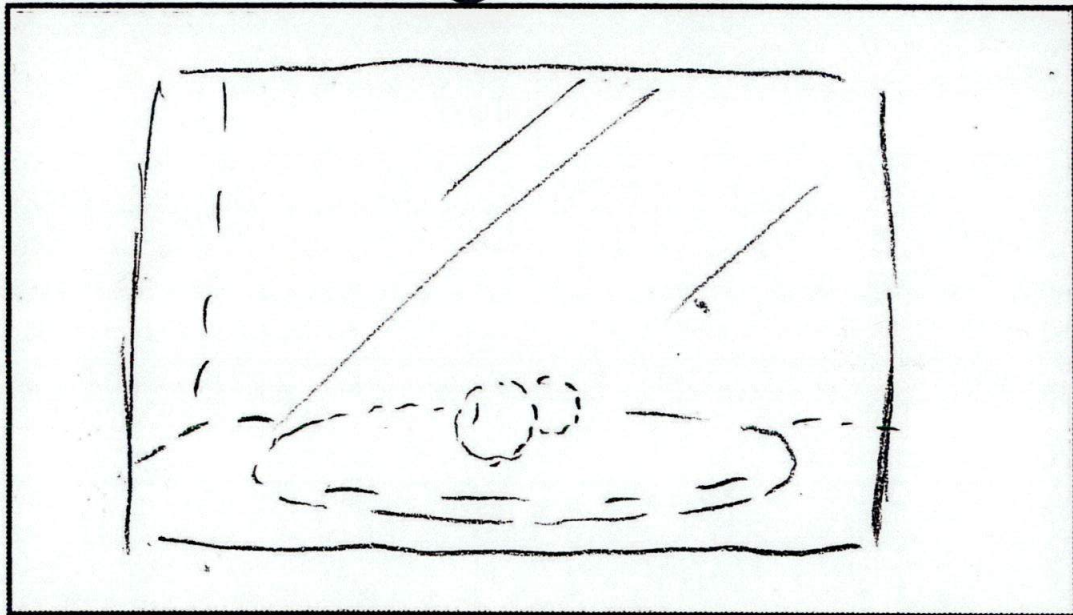


Sc. 158

Pnl. **B**

Bg.

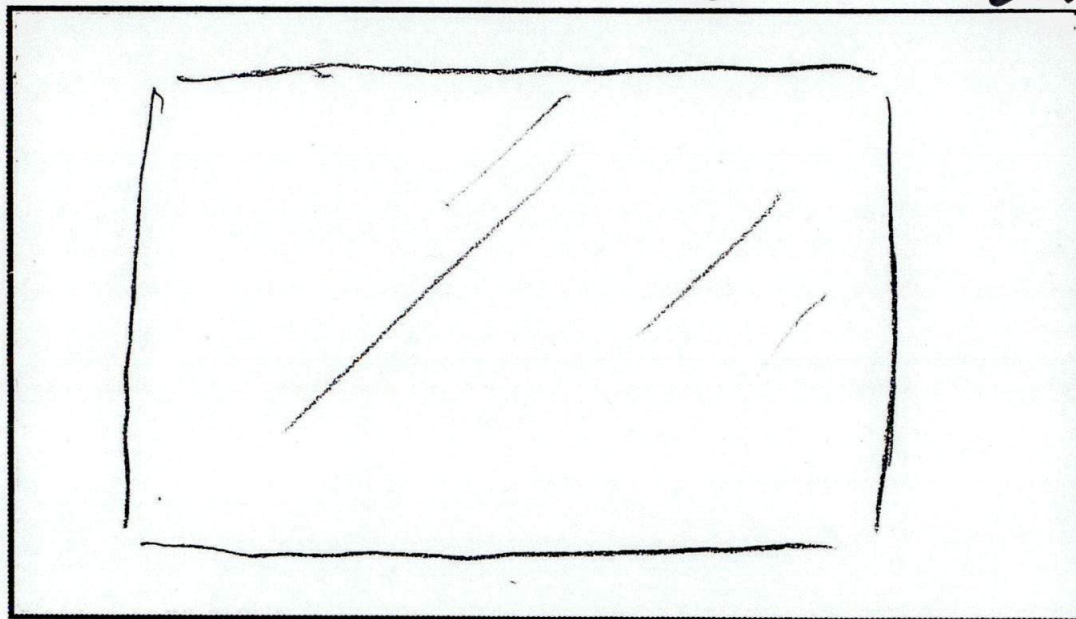
day night



Sc. 158

Pnl. **C**

Bg.



Page **218A**
day night **219NEXT**

Dialog:

Action:

— GOLDEN GLOW slowly
fills the window

SFX:

BOOM
(MICROWAVE PUPPING)
SOUNDS

Timing:

AUG 14 2015

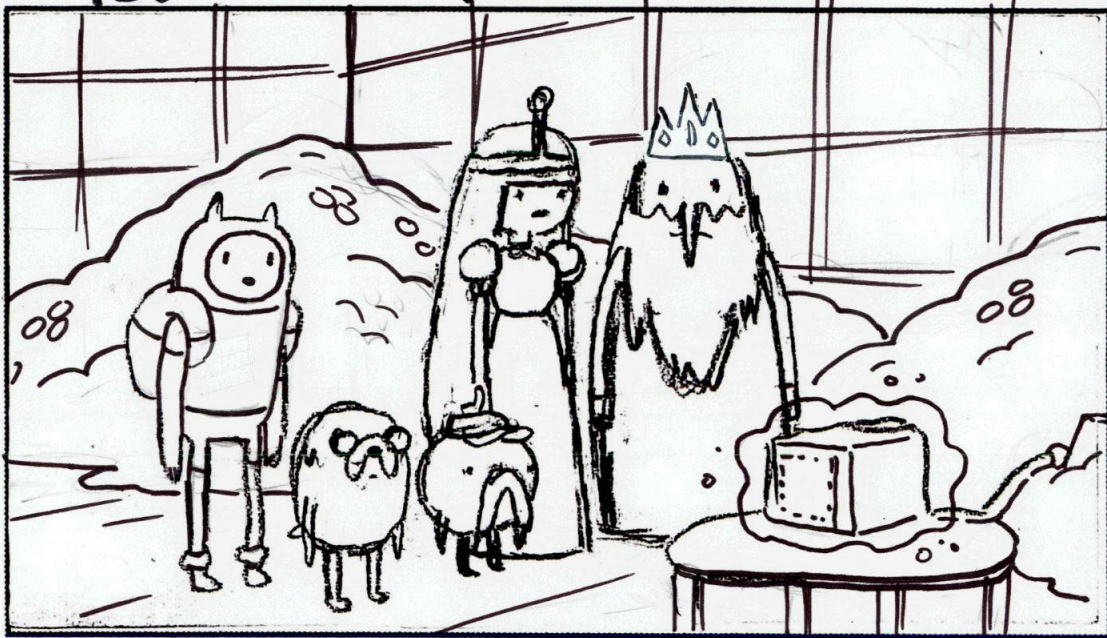
EPISODE # 1034-230

Production:

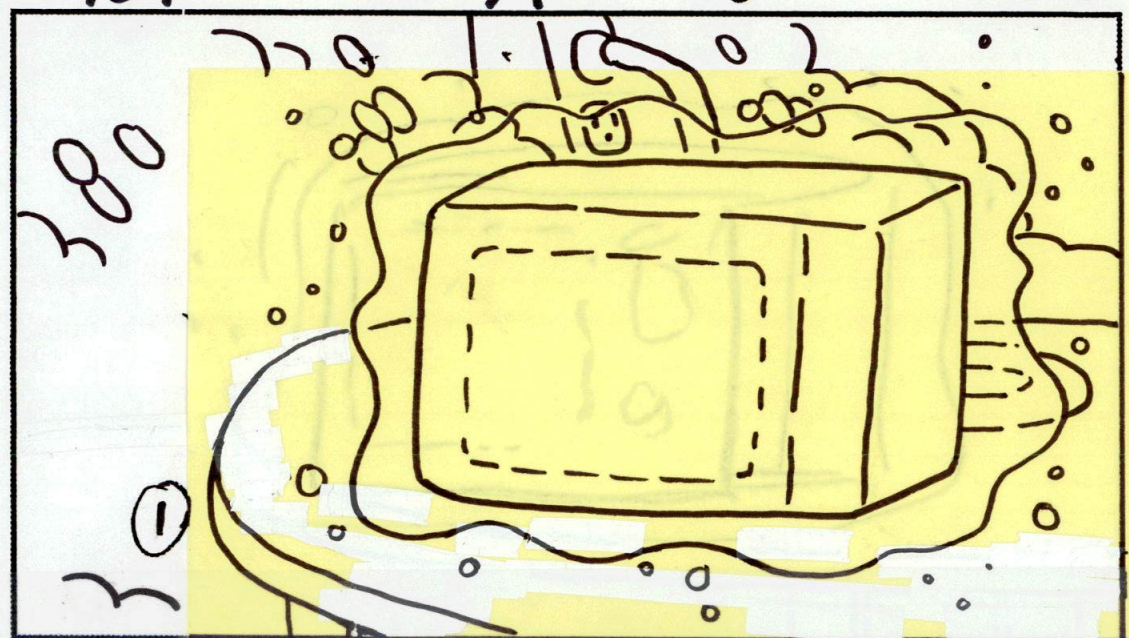
ADVENTURE TIME



Sc. 158 A Pnl. A Bg. day night



Sc. 159 Pnl. A Bg. day night



Dialog:

SFX : BEEP - BEEP - BEEP
("DONE" SOUND)

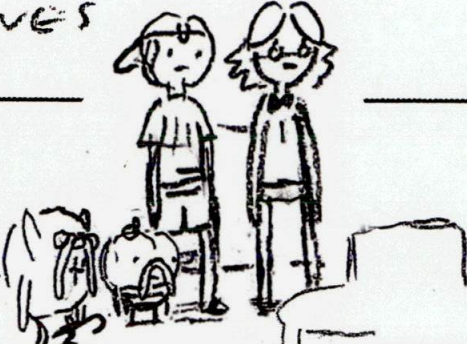
Action:

— THEY STOP GLOWING AND
THEY'RE BACK TO THEIR
NORMAL SELVES

— MICROWAVE GLOWING
= BECOMES GLOWING SILHOUETTE / MORPHS
SHAPE

Timing:

SP



AUG 14 2015

ADVENTURE TIME

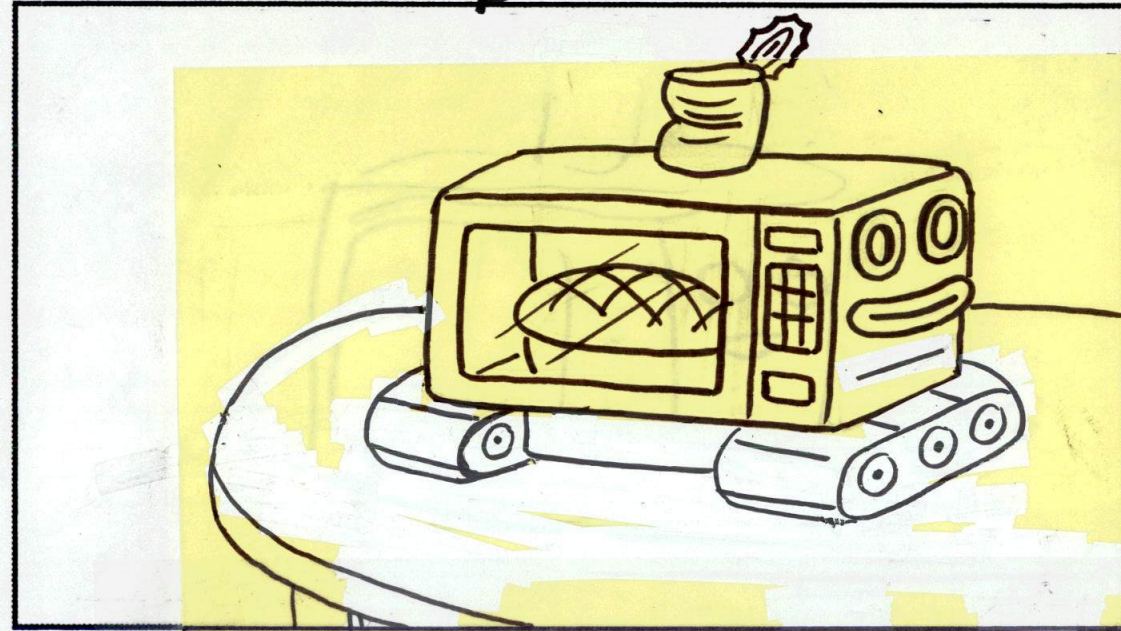


Sc. 159

Pnl. *B*

Bg.

day night

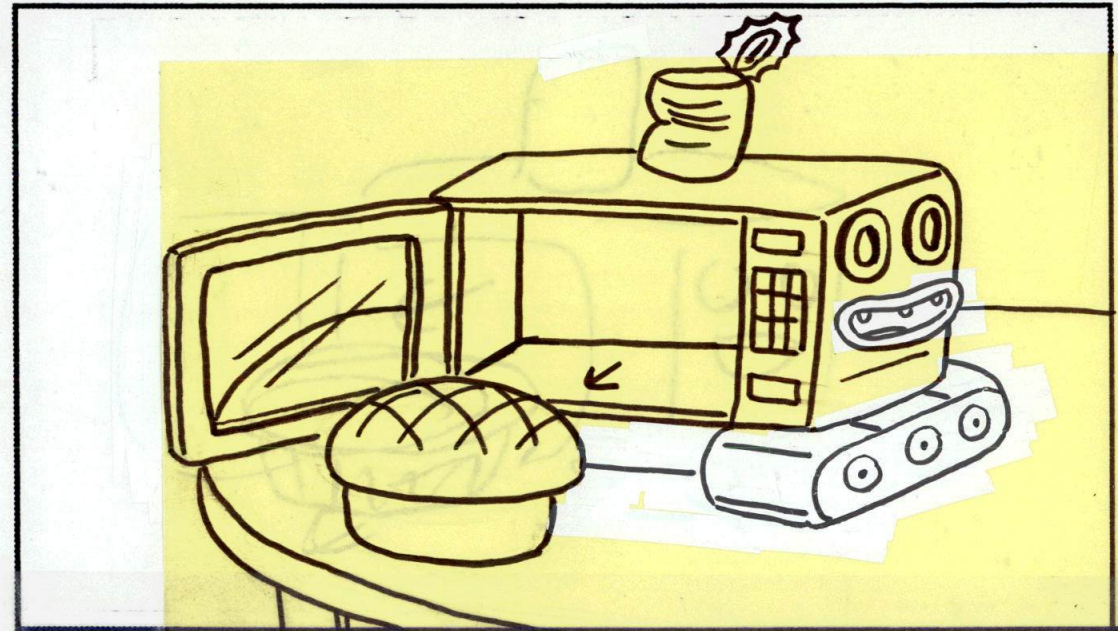


Sc. 159

Pnl. *C*

Bg.

day night



Page *220*

Dialog:

NEPTR: EYE PIE!

Action:

- STOPS GROWING,
IS NEPTR AGAIN

- NEPTR EJECTS A PIE

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME

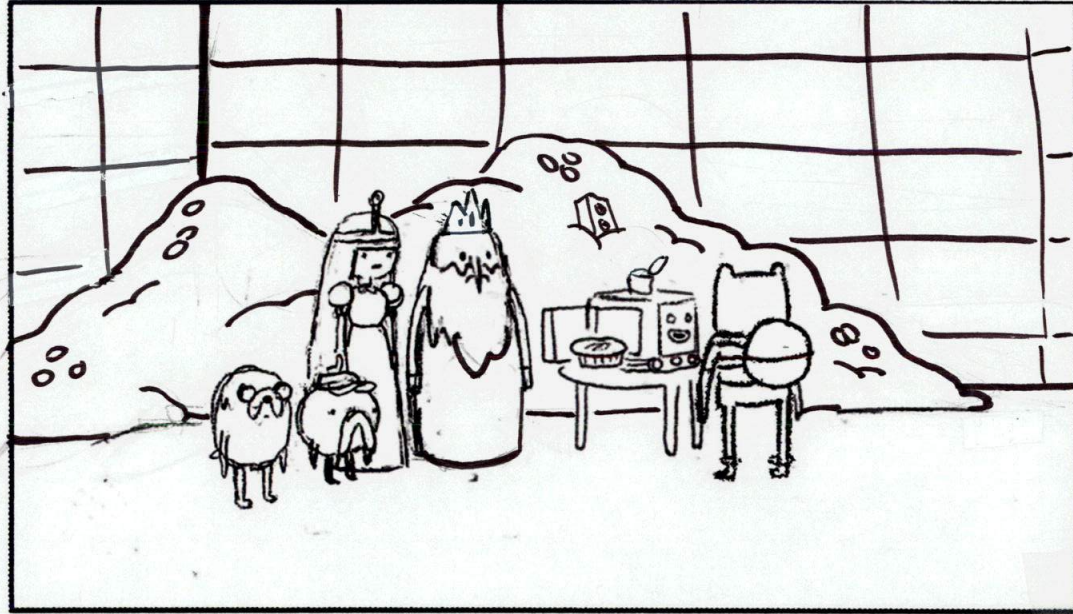


Sc. 160

Pnl. A

Bg.

day night

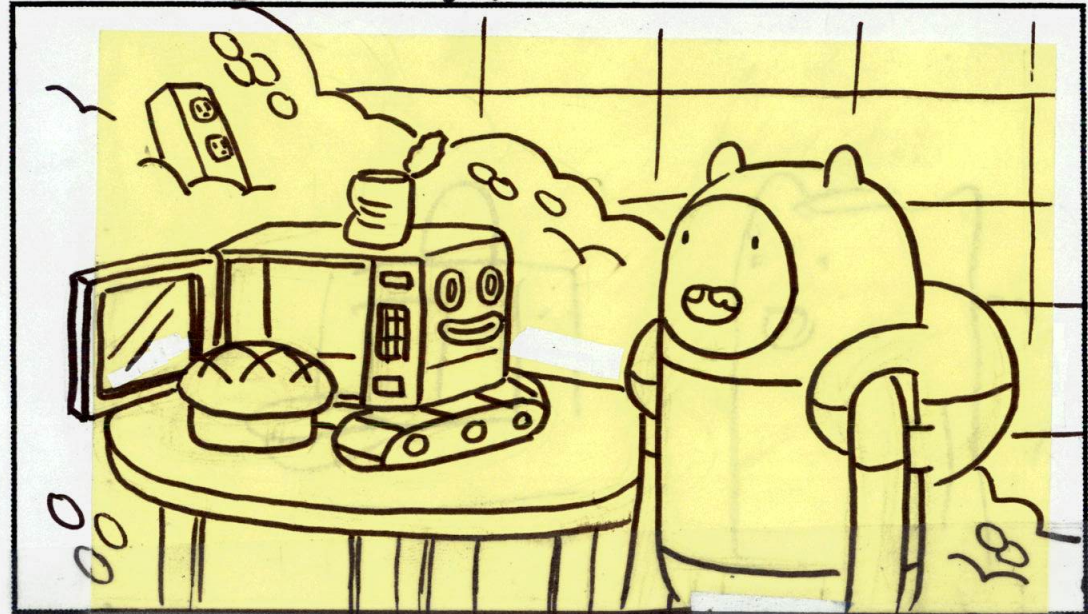


Sc. 161

Pnl. A

Bg.

day night



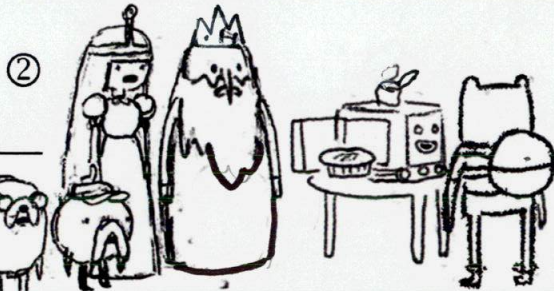
Page 221

Dialog:

ALL: EEEEEW.

Ⓟ: GOOD JOB NEPTR
YOU SAVED THE DAY.

Action:



Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **272**

Sc. **161**

Pnl. **B**

Bg.

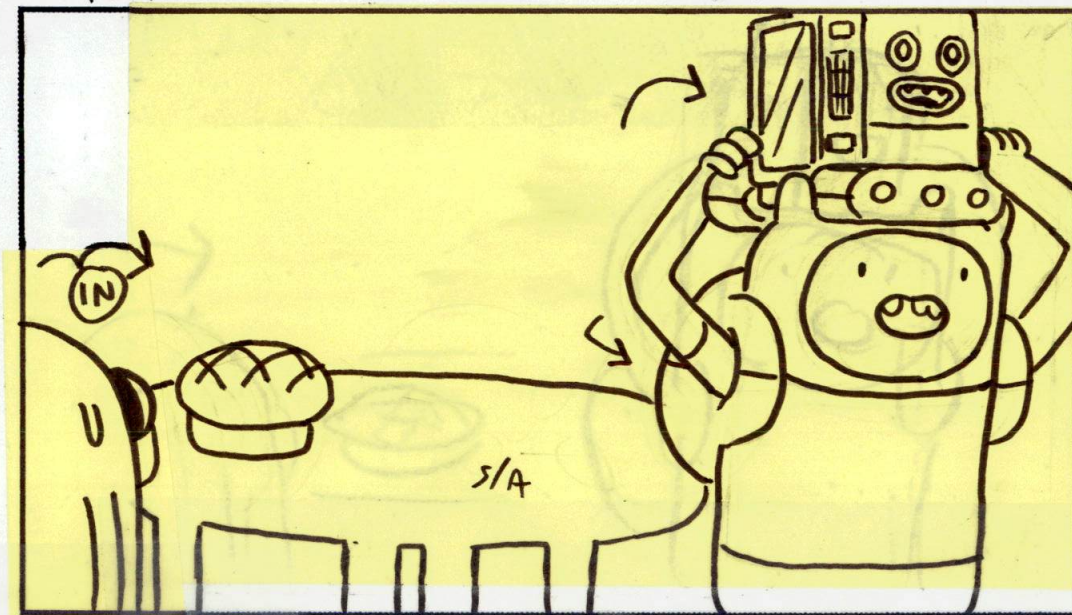
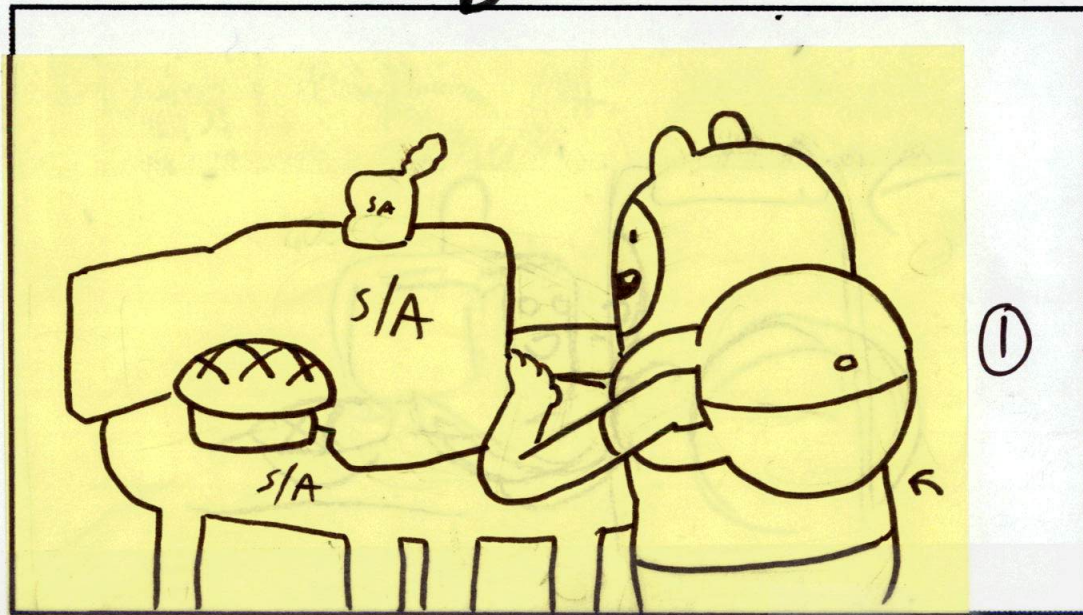
day night

Sc. **161**

Pnl. **C**

Bg.

day night



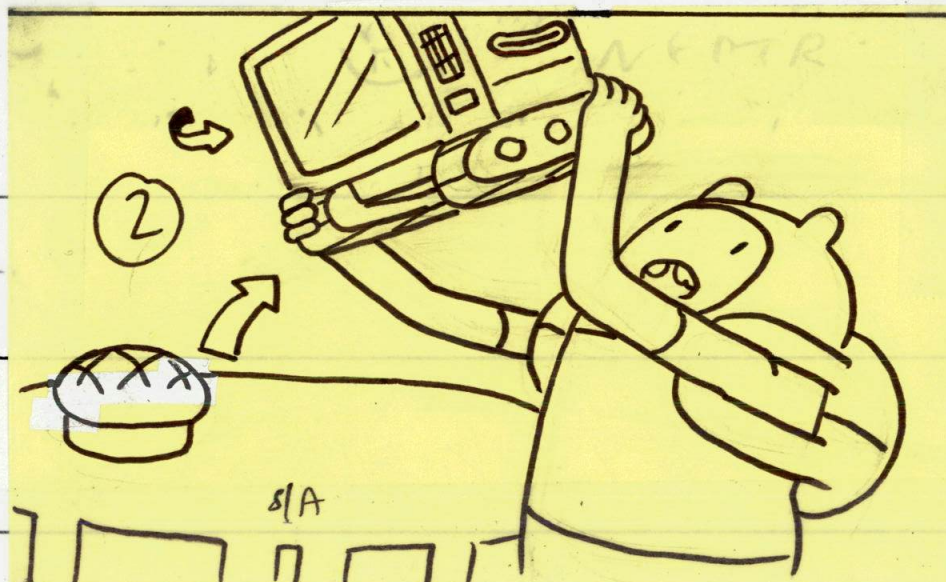
Dialog:

(F) NEPTR!

Action:

-F. PICKS UP NEPTR

Timing:



(F) NEPTR!

-J. IN

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



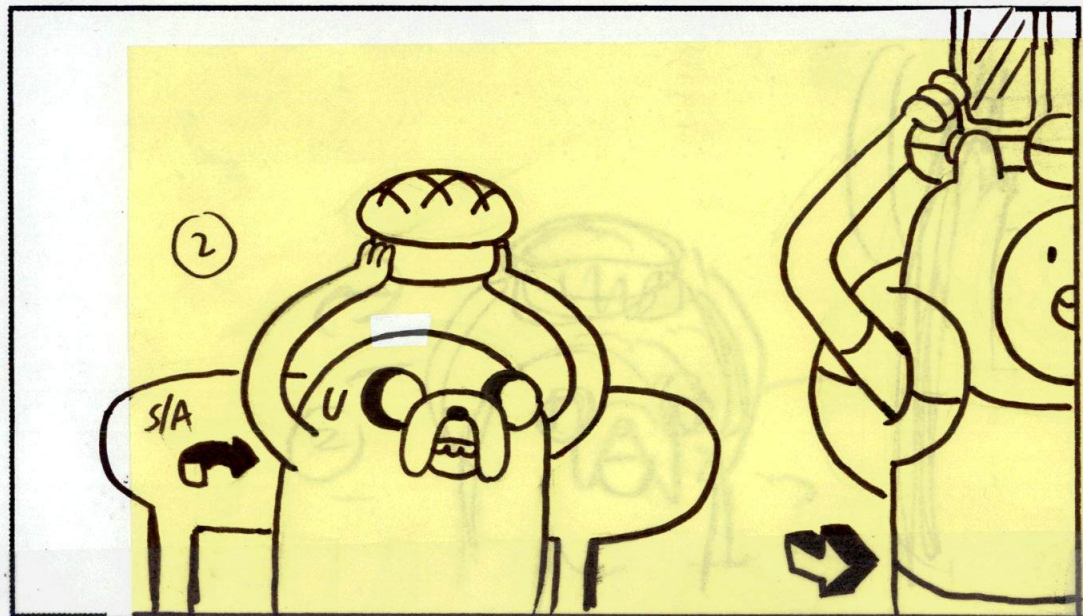
Page **223**

Sc. **161**

Pnl. **D**

Bg.

day night

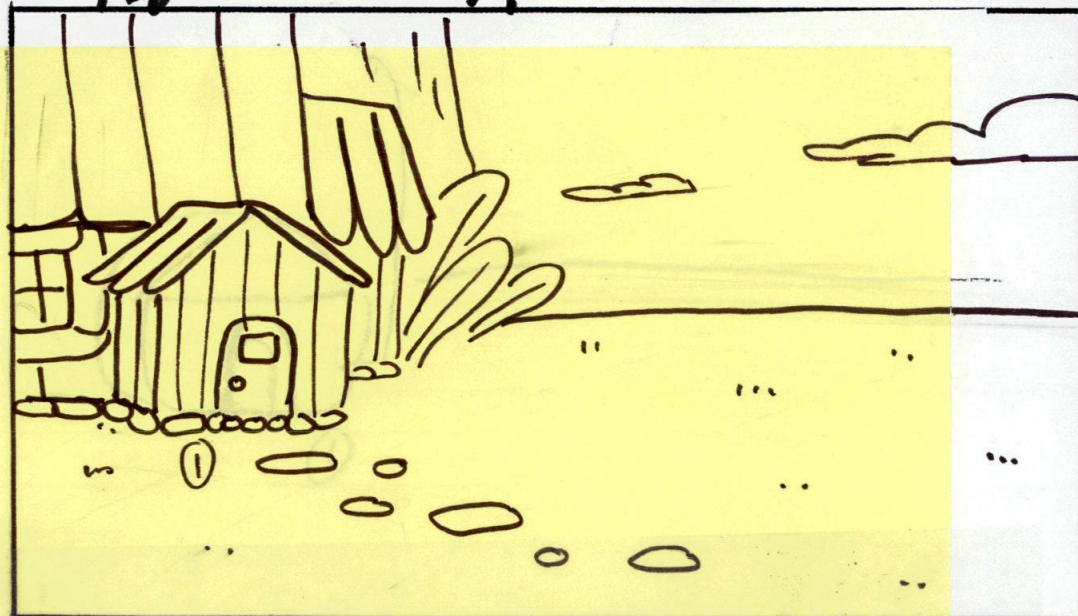


Sc. **162**

Pnl. **A**

Bg.

day night



Dialog:

(F) + (G)

NEPTR! NEPTR!

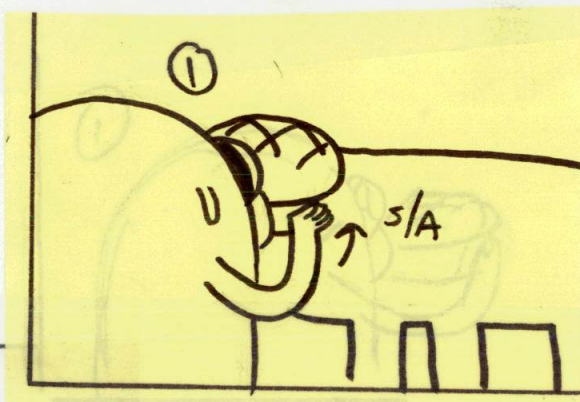
(ALL)

NEPTR!

Action:

-J, GRABS PIE

Timing:



AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **224**

Sc. **163**

Pnl. **A**

Bg.

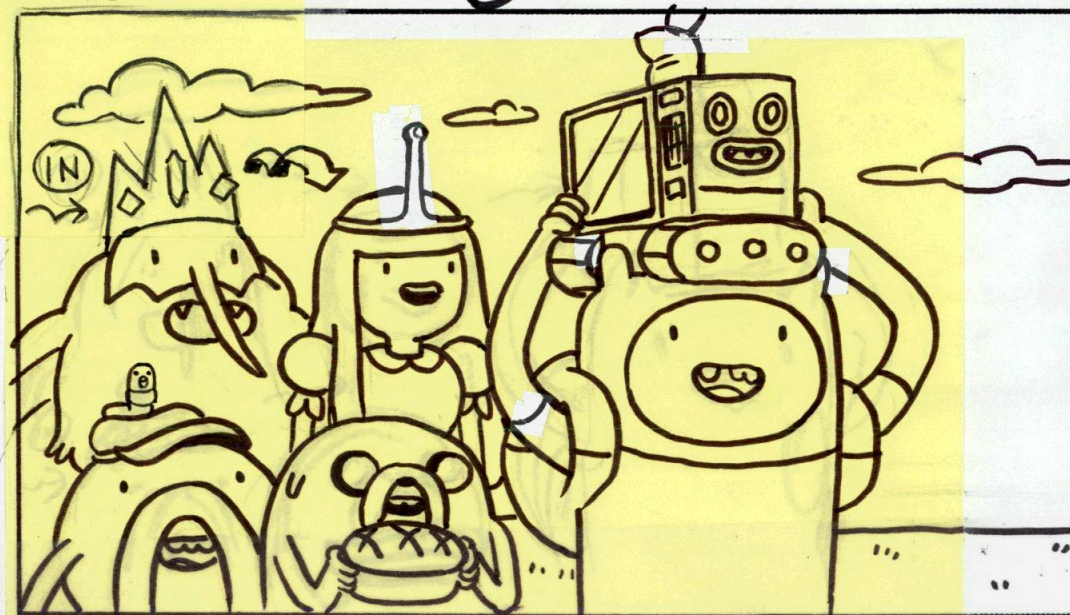
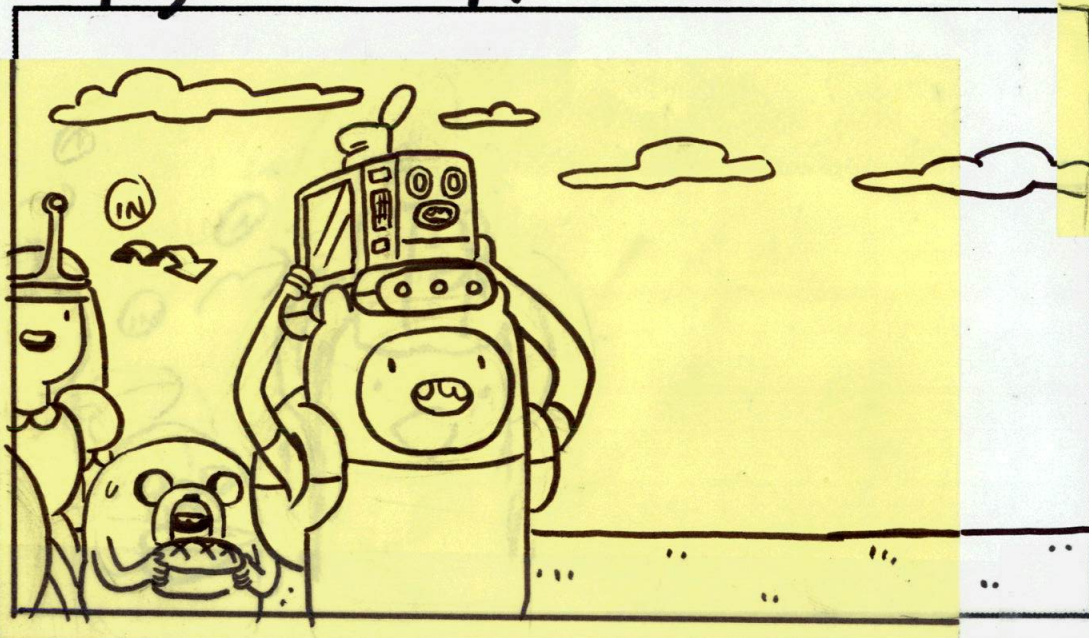
day night

Sc. **163**

Pnl. **B**

Bg.

day night



Dialog:

ALL NEVER!

Action:

Timing:

AUG 14 2015

EPISODE # **1034-230**

Production:

'1034/230

ADVENTURE TIME



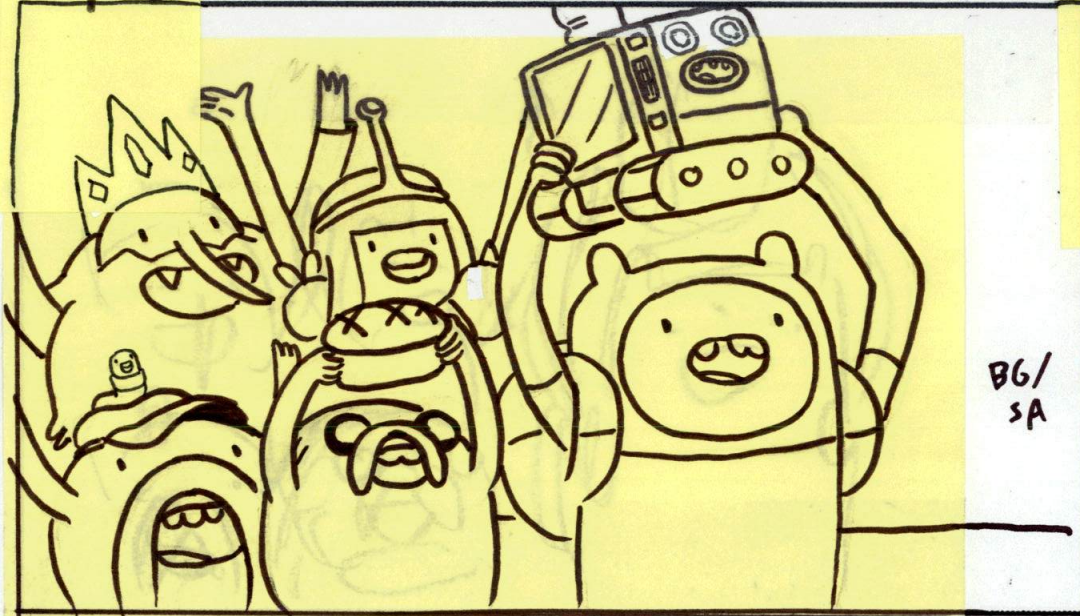
Page **225**

Sc. **163**

Pnl. **C**

Bg.

day night



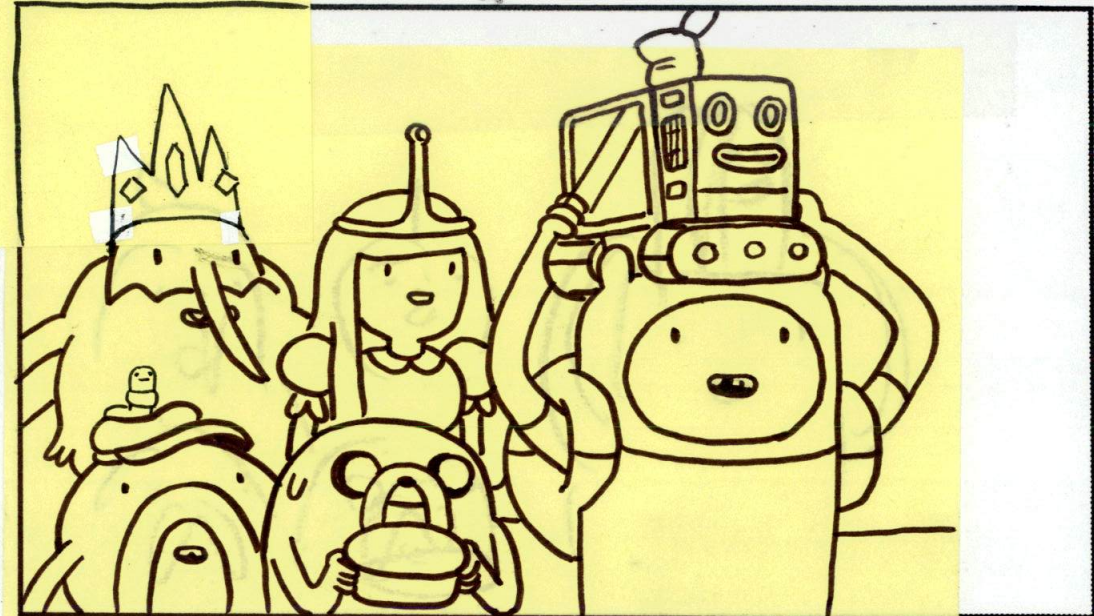
BG/
SA

Sc. **163**

Pnl. **D**

Bg.

day night



EPISODE # **1034-230**

Dialog:

(ALL)

YAY ! ! ! !

BMO = (OFFIS) falling SFX
(FAINT)

Action:

Timing:

AUG 14 2015

Production:

1034/230

1034/230

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ADVENTURE TIME



Page **276**

Sc. **163**

Pnl. **E**

Bg.

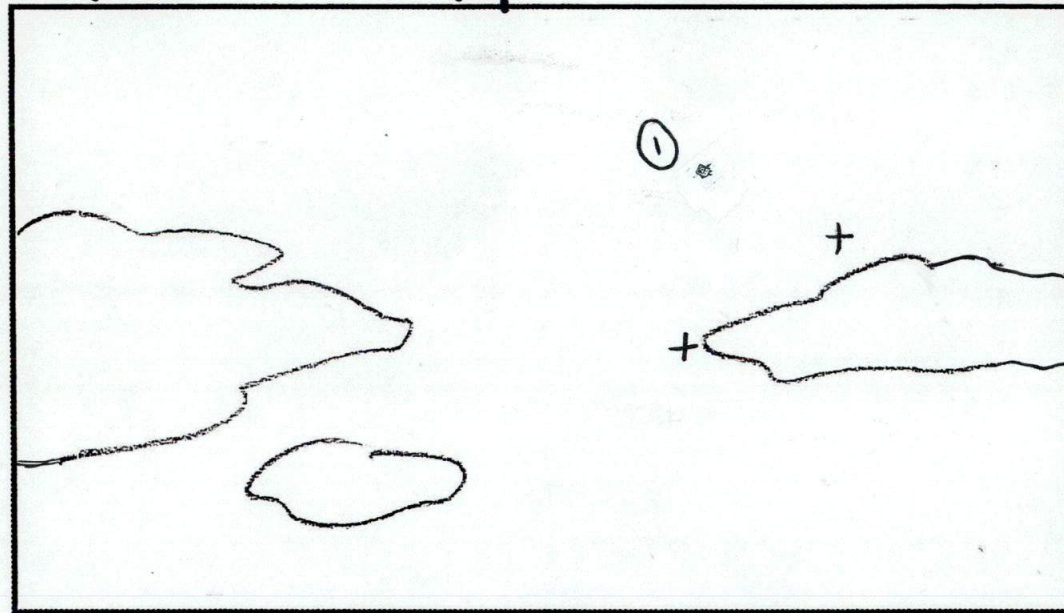
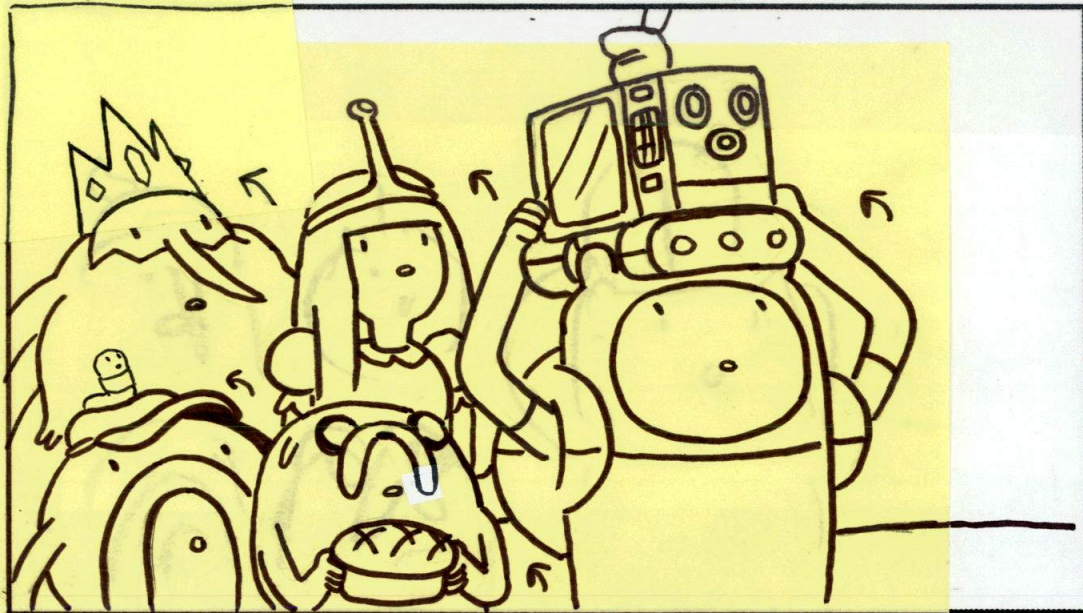
day night

Sc. **164**

Pnl. **A**

Bg.

day night



Dialog:

(GETTING LOWDOWN)
BMO = falling SFX

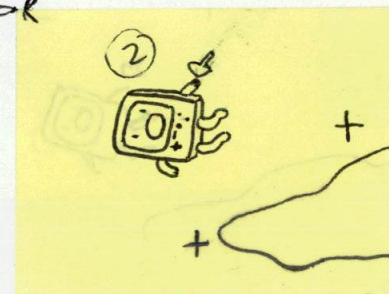
Action:

- EVERYONE LOOKS UP

- SPACE IN THE SKY
GETTING BIGGER

Timing:

AUG 14 2010



1034/230

EPISODE # **1034-230**

ADVENTURE TIME



Page **227**
day night

Sc. **164**

Pnl. **B**

Bg.

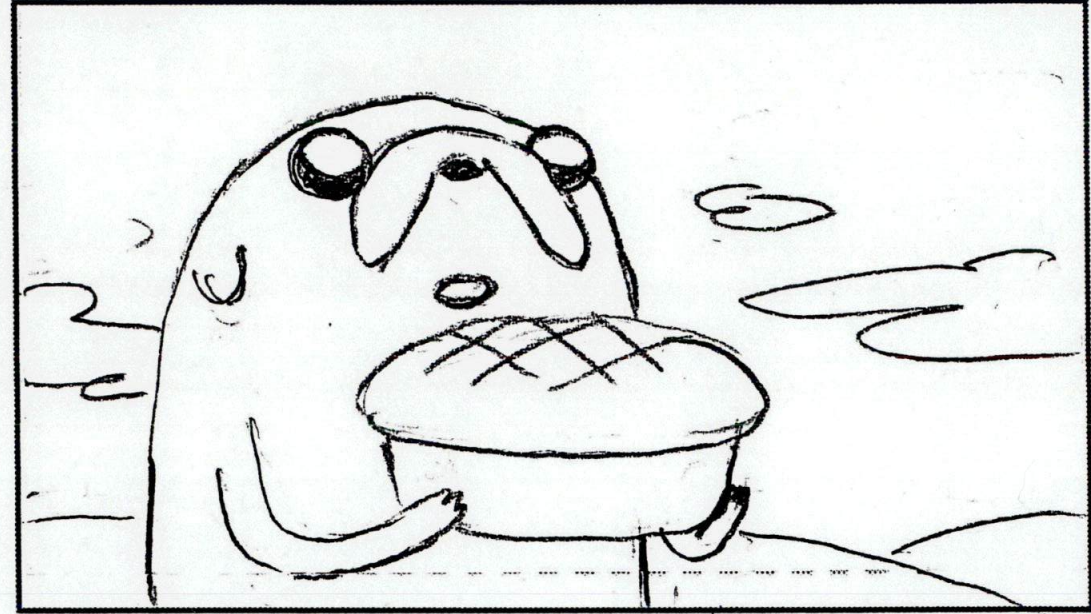
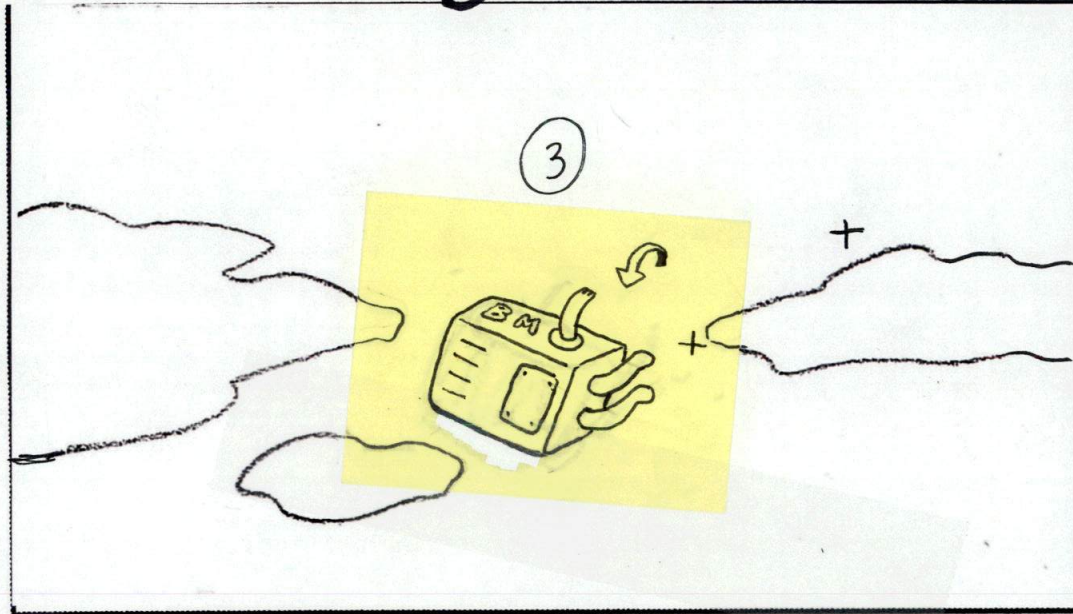
day night

Sc. **165**

Pnl. **A**

Bg.

day night



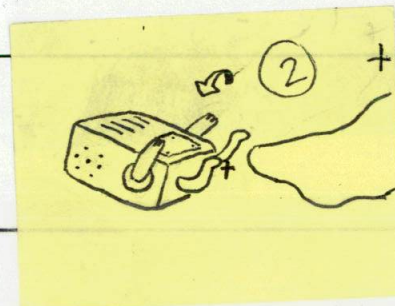
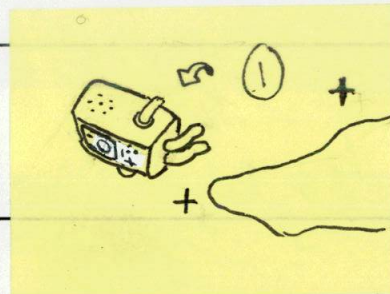
Dialog:

BMO : falling SFX

Action:

-BMO FALLS TOWARDS CAM.

Timing:



AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 105

Pnl. B

Bg.

day night

Sc. 166

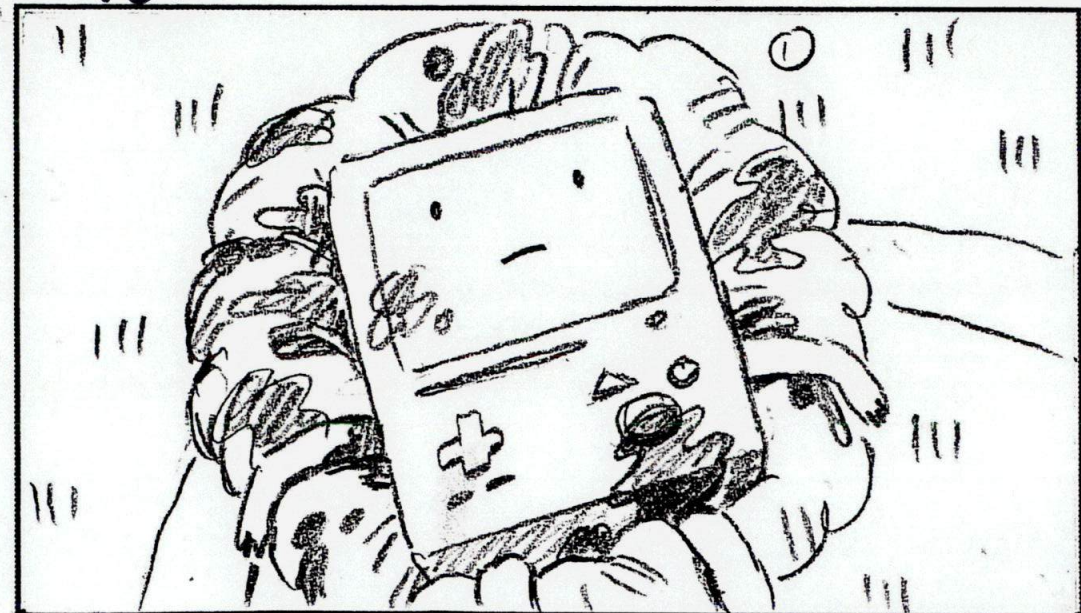
Pnl. A

Bg.

Page

228

day night



Dialog:

SFX: SPLAT

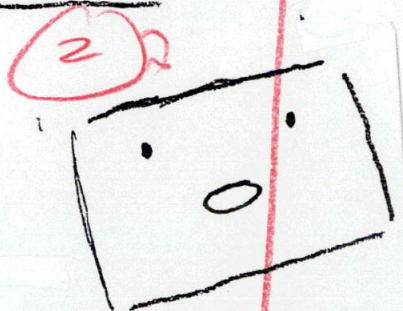
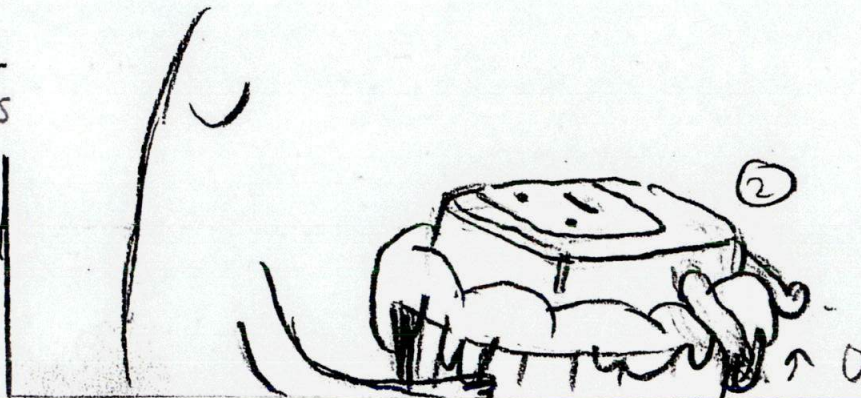
BMO: I JUST HAD THE MOST WONDERFUL DREAM.

Action:

BMO FALLS ON/S AND LANDS IN PIE

Timing:

BMO LIES IN PIE FOR A BEAT



AUG-14 2015

EPISODE # 1034-230

EP

1034/230

1034/230